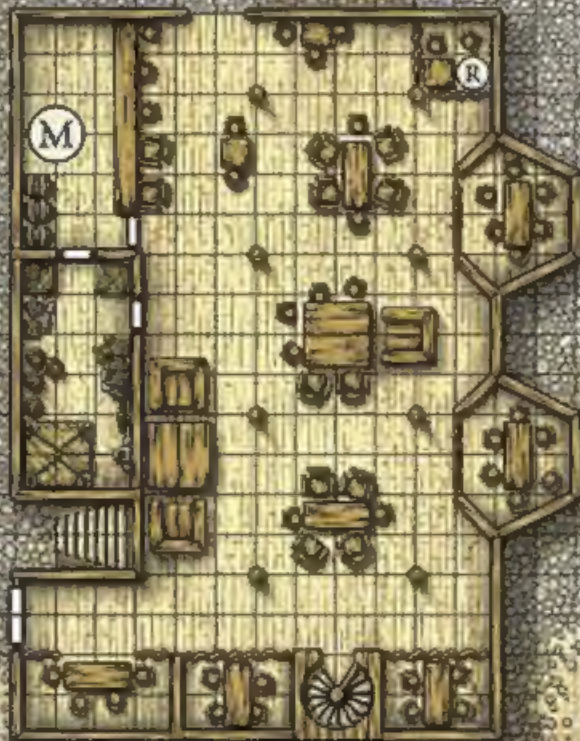


The Styx Oarsman

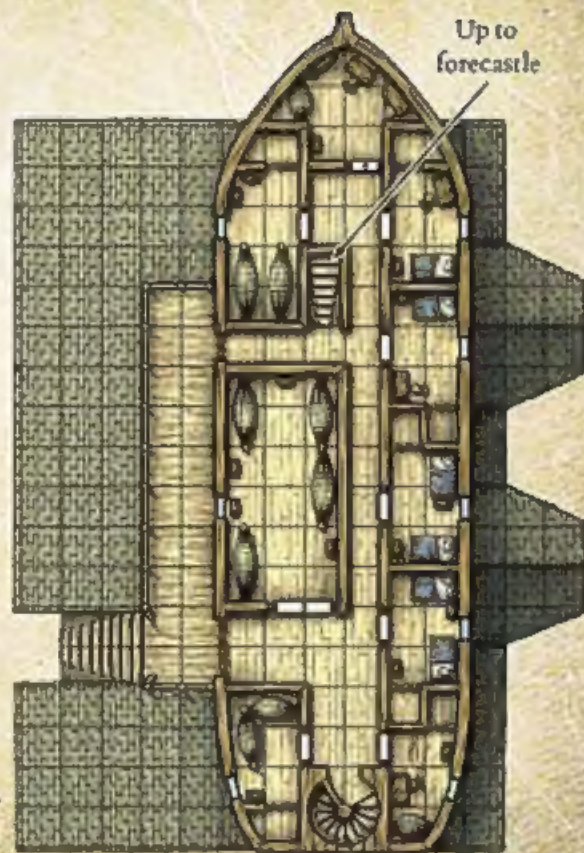
One square = 5 feet



Ground Level



Upper Level





Lysaga Hill

Tser Falls

Tser Pool

Castle Ravenloft

Barovia

Svalich Woods

Svalich Woods

Svalich Woods

Ivlis Marsh



0 200 400 600 800

DARKMAIDEN'S LEAP

KEY

- 1 Leaping Rock
- 2 Clearing
- 3 Observation platform

1



2

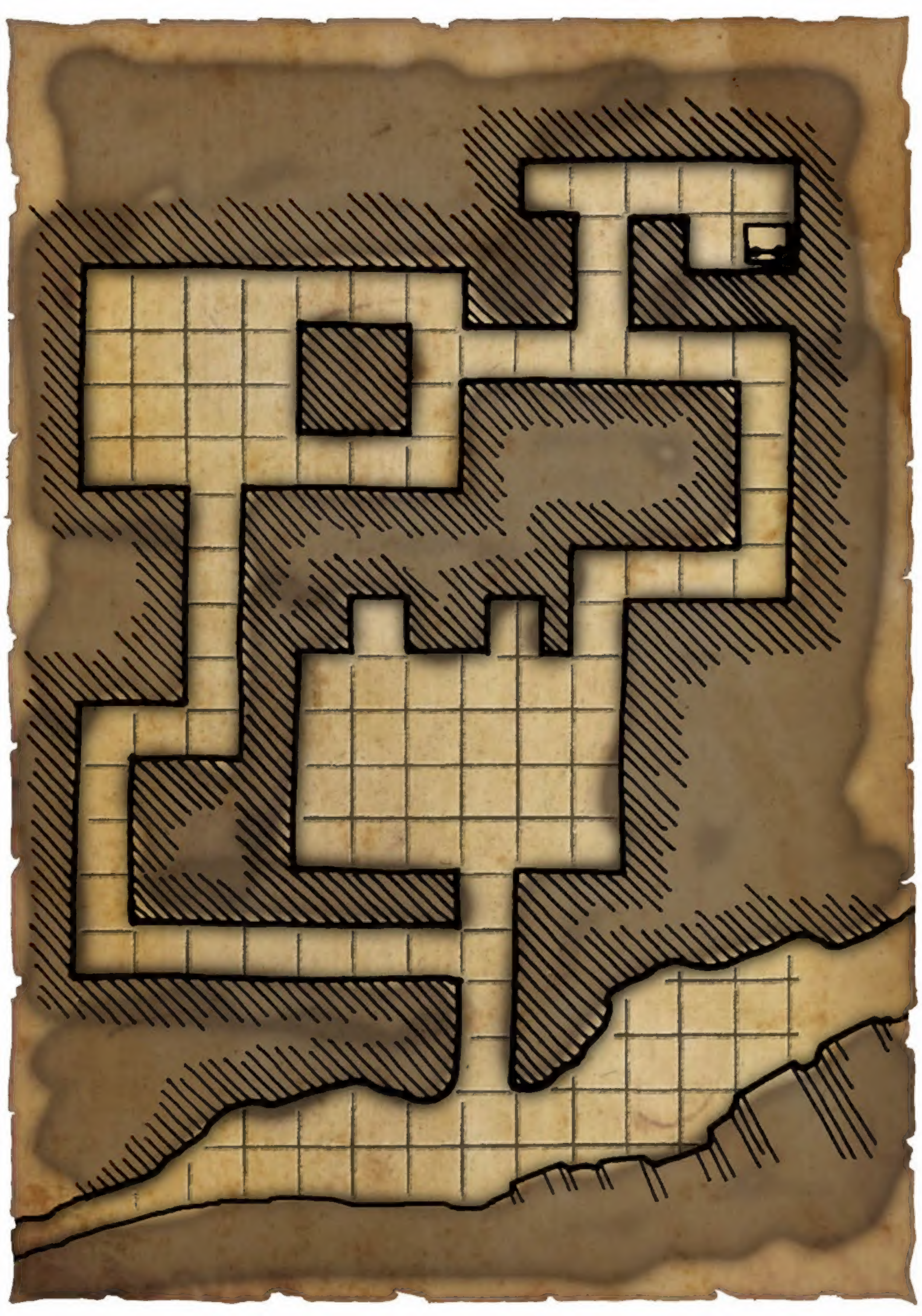
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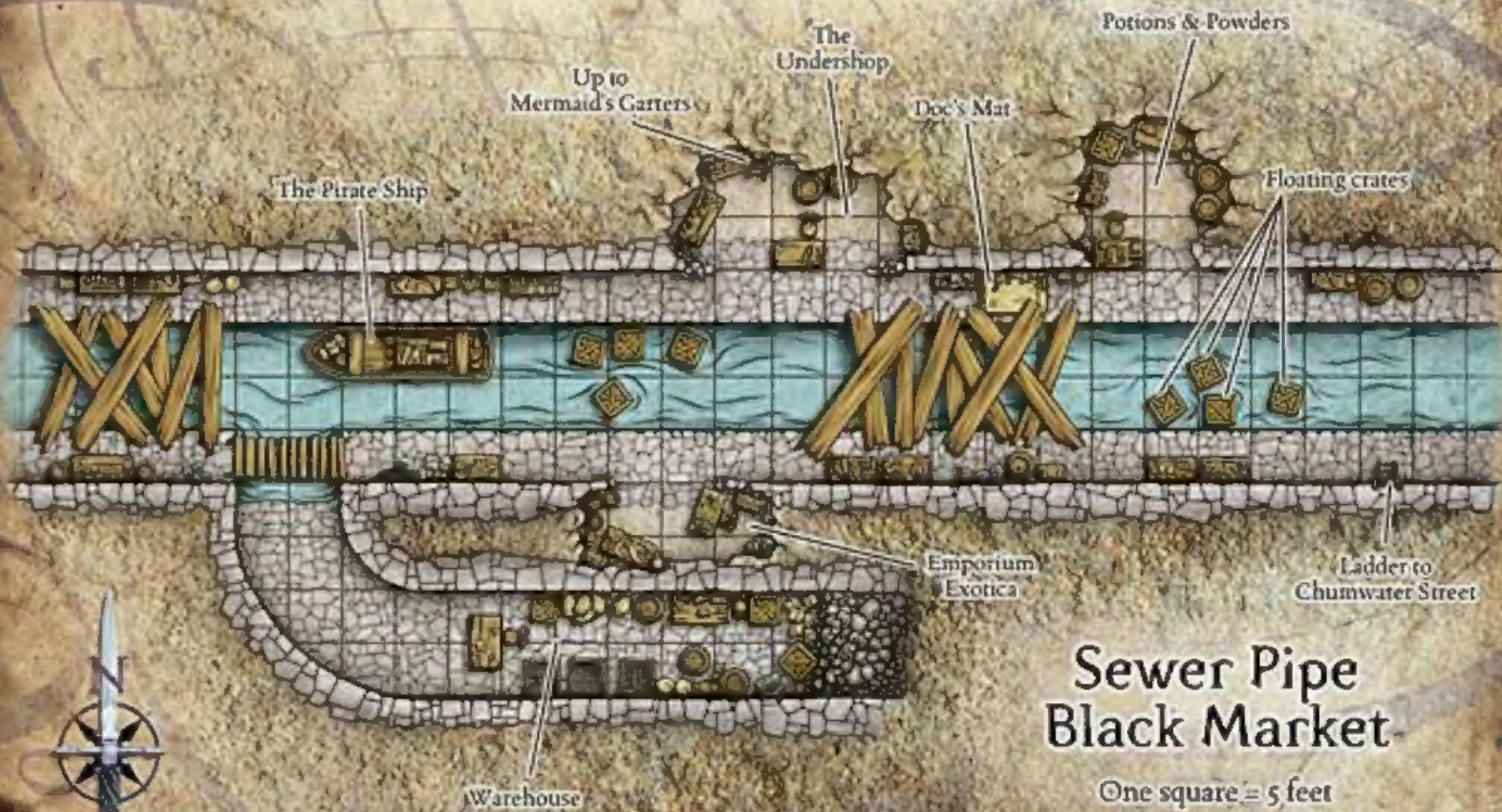
One square = 5 feet



Four Winds







Antasillix's Lair





CULT OF LIFE SAFEHOUSE

GROUND FLOOR



Key

- | | |
|------------------|-----------------------|
| 1. Courtyard | 9. Vault |
| 2. Foyer | 10. Closets |
| 3. Closet | 11. Shrine to Vol |
| 4. Pantry | 12. Prisoner cells |
| 5. Kitchen | 13. Upper bedroom |
| 6. Dining hall | 14. Gallery |
| 7. Living room | 15. Randall's chamber |
| 8. Lower bedroom | |

UPPER FLOOR



One square = 5 feet

Wartower Wardens Guildhall

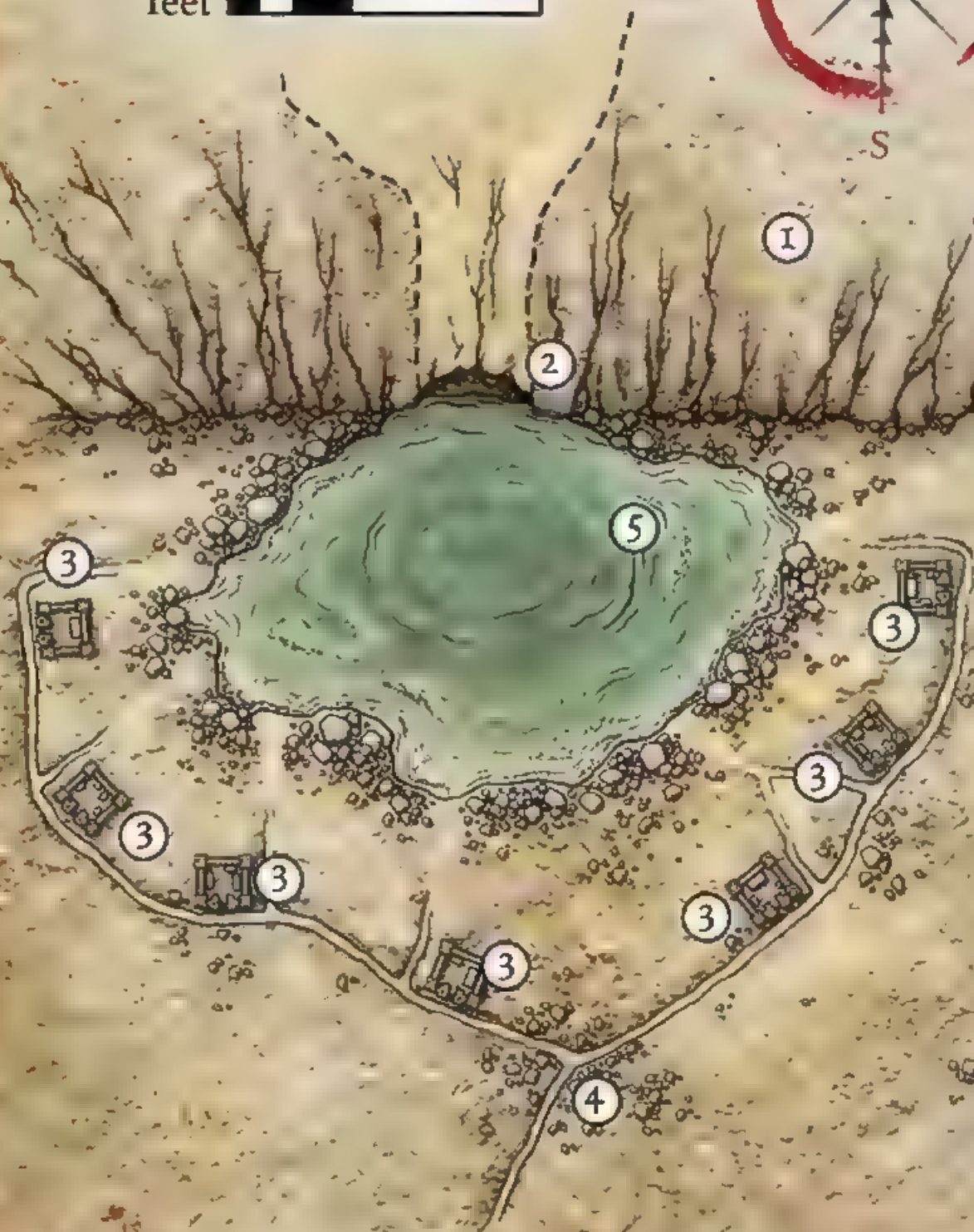
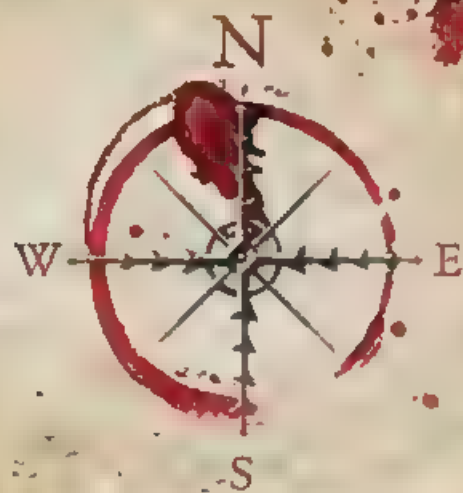


One square = 5 feet



The Maggot Pit

50
0 100 250 500
feet





THE VILLAGE OF EASTBROOK



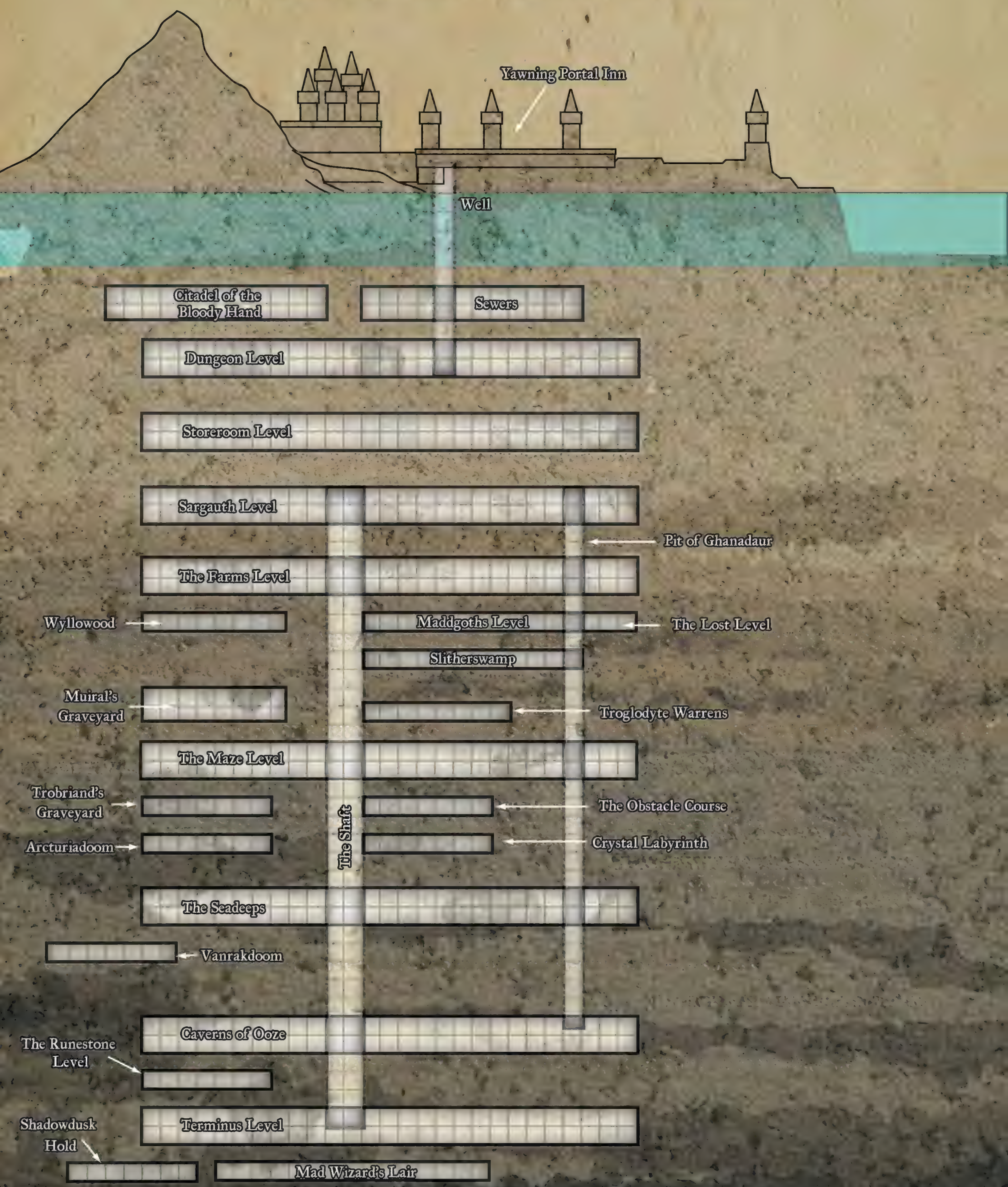
- 1 Temple
- 2 Town Hall
- 3 Town Square
- 4 Constable's Station
- 5 Inn of Four Winds
- 6 Winter Wolf Tavern
- 7 Tailor
- 8 General Store

- 9 Bowyer/Fletcher
- 10 Blacksmith
- 11 Tanner
- 12 Butcher

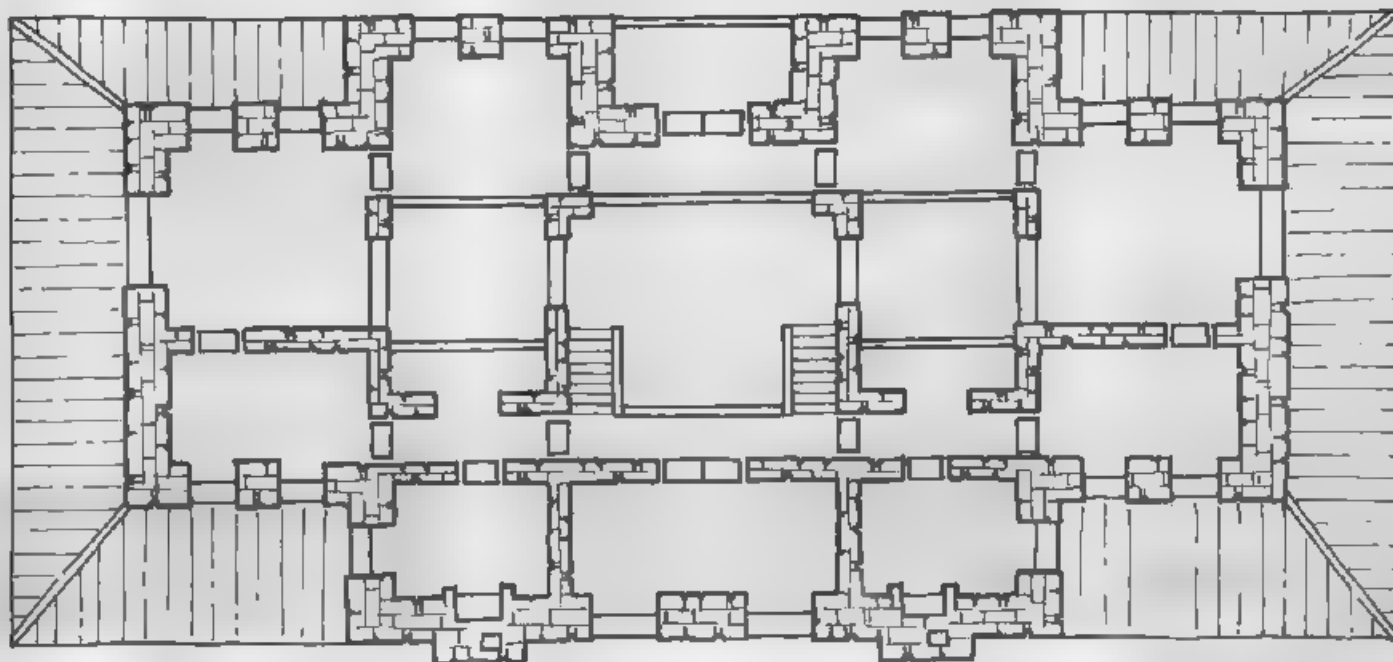
Main Street

One square = 10 feet

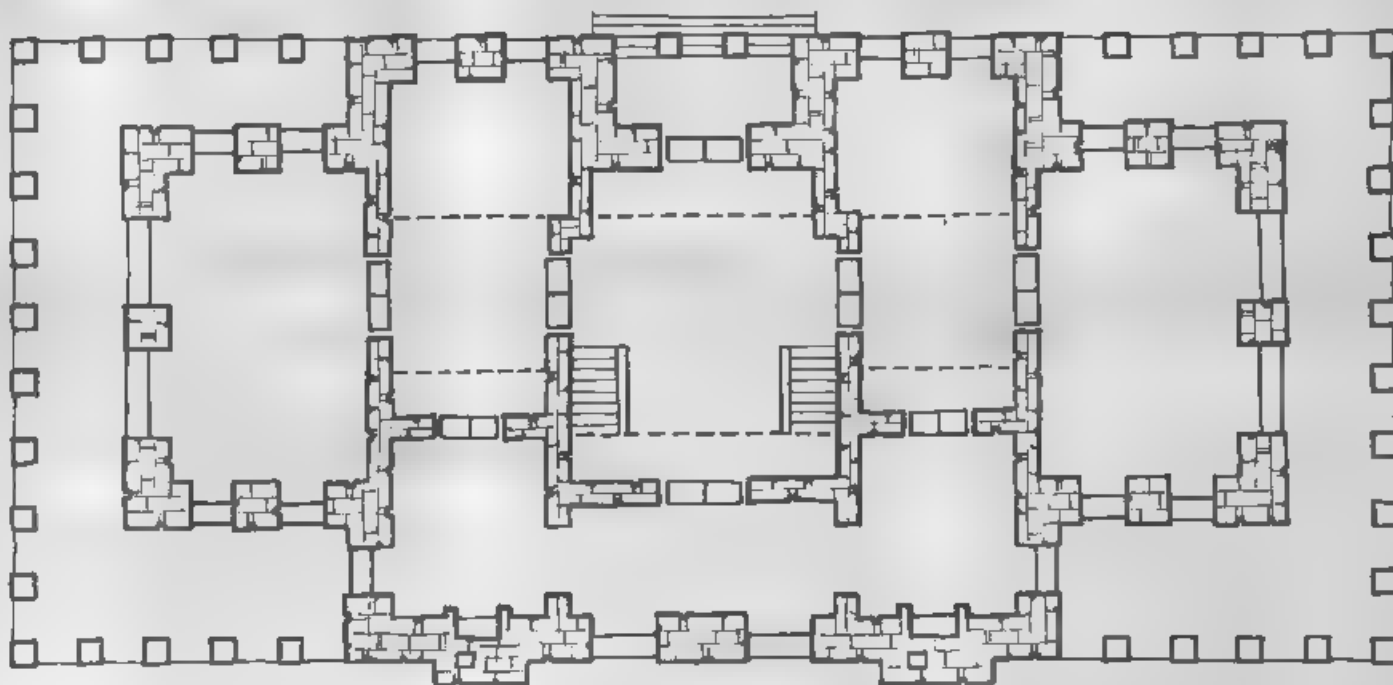
Undermountain Profile



floor 2



floor 1



Mansion



Blackspawn Raider Encampment

One square = 5 feet



THE DEMONWEB

1 square = 20 feet

Portal to
the Black Sea

Portal to
Loth's Prison

The
Venomspore
Leah

The
Crystal
Tower
of the
Yoshids

The Wreck
of the
Faraday Queen

Portal to the
Nightworld of
Vlad Tokanov

Portal
to Maldev

Portal
to the
Ship of
Loth

Den
of the
Acolytes

The Emblem
of Abrogard

Portal
to the
Labyrinth
of Arachne

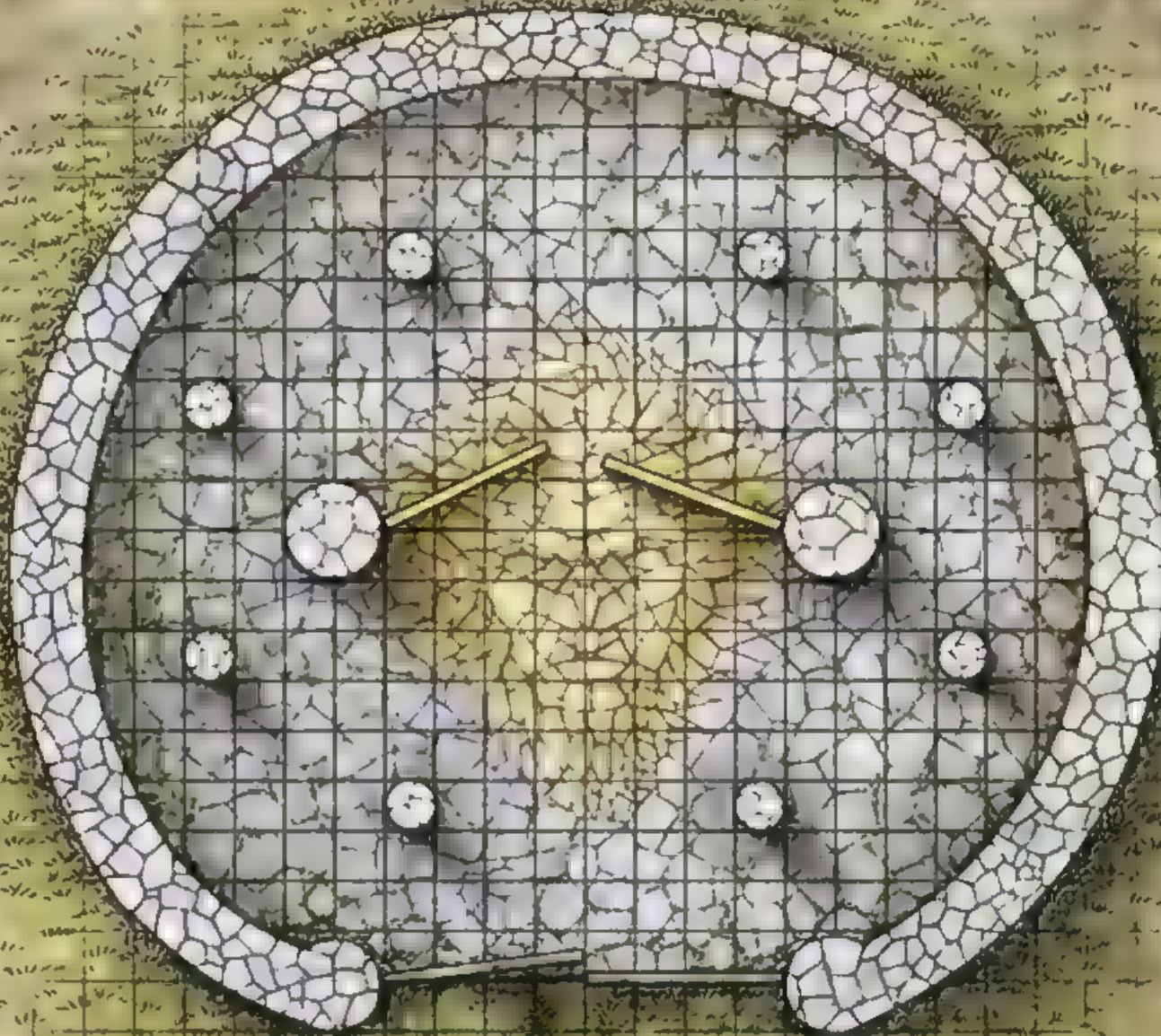
The Face of
Beladna

Alarshet
Orifice

Portal to Istavin

Portal to
Brethet-Cinlu

Portal to
Gaer Sidh



Gates of Dawn

One square = 5 feet



The Reliquary of Six

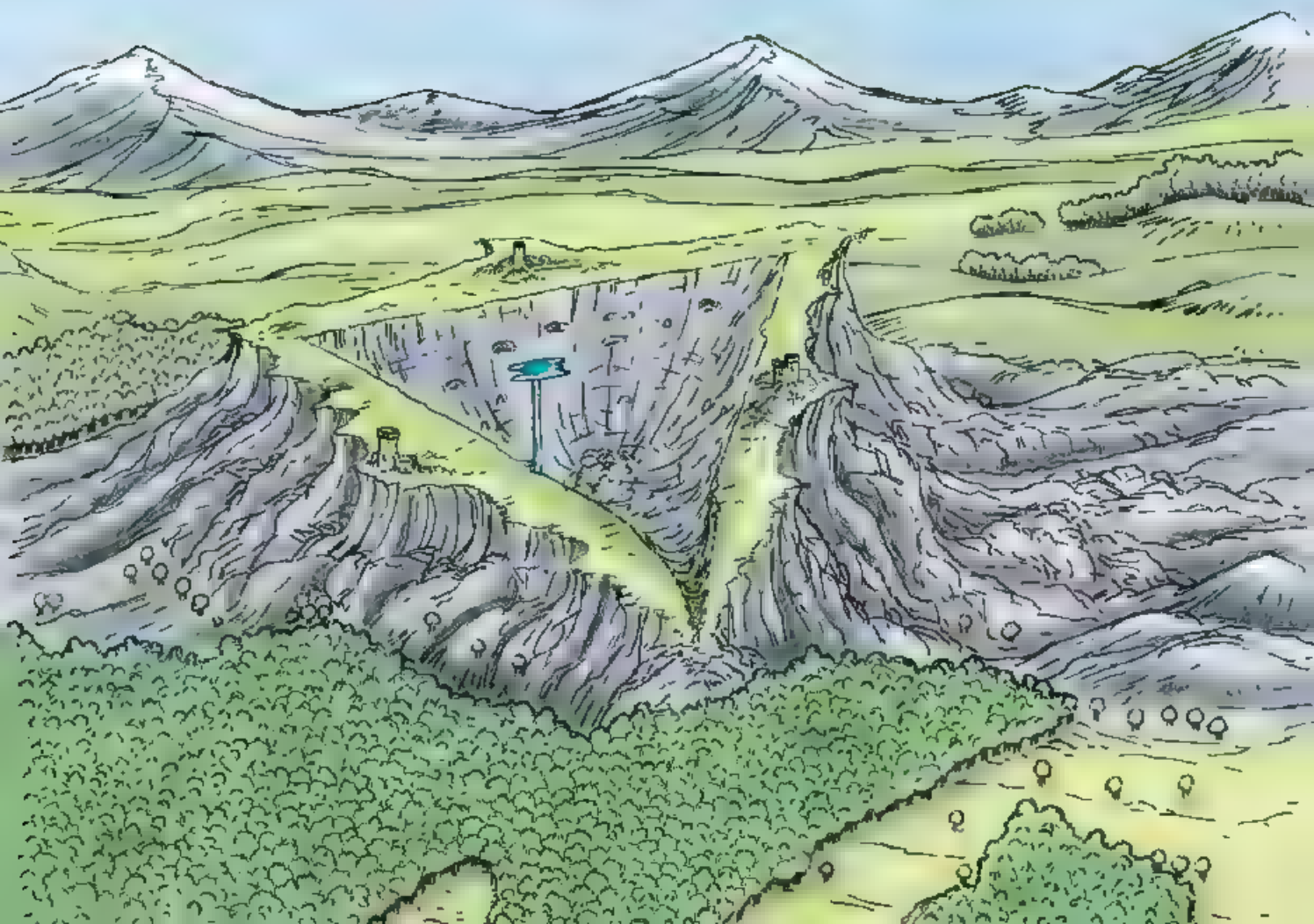
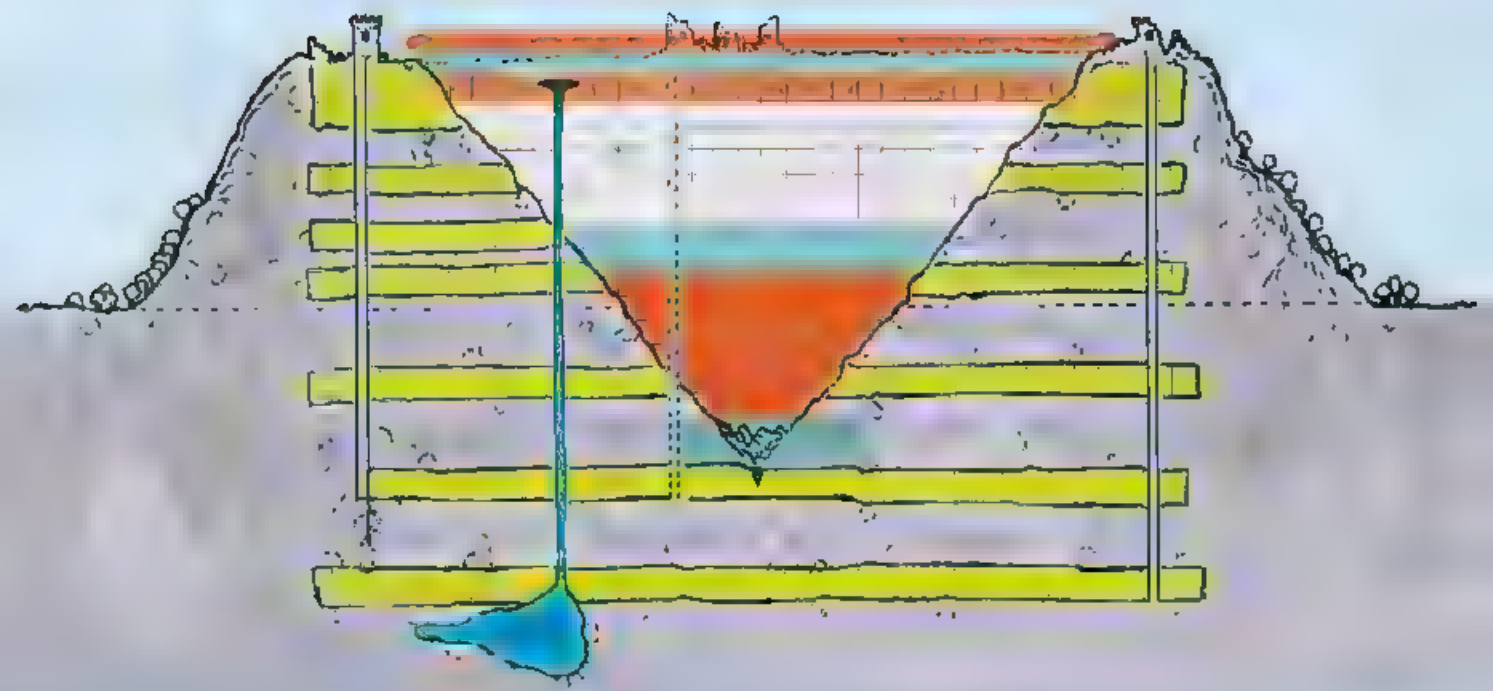
One square = 5 feet



Ground Floor



Second Floor

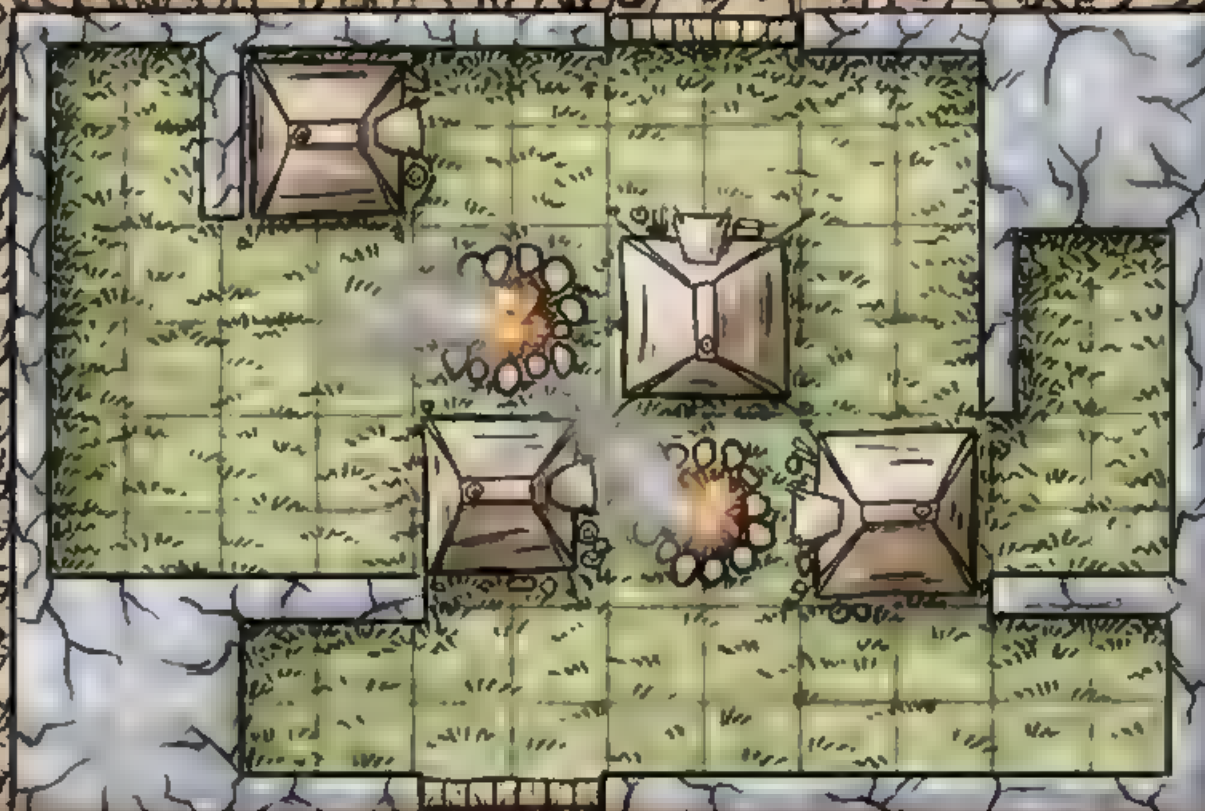




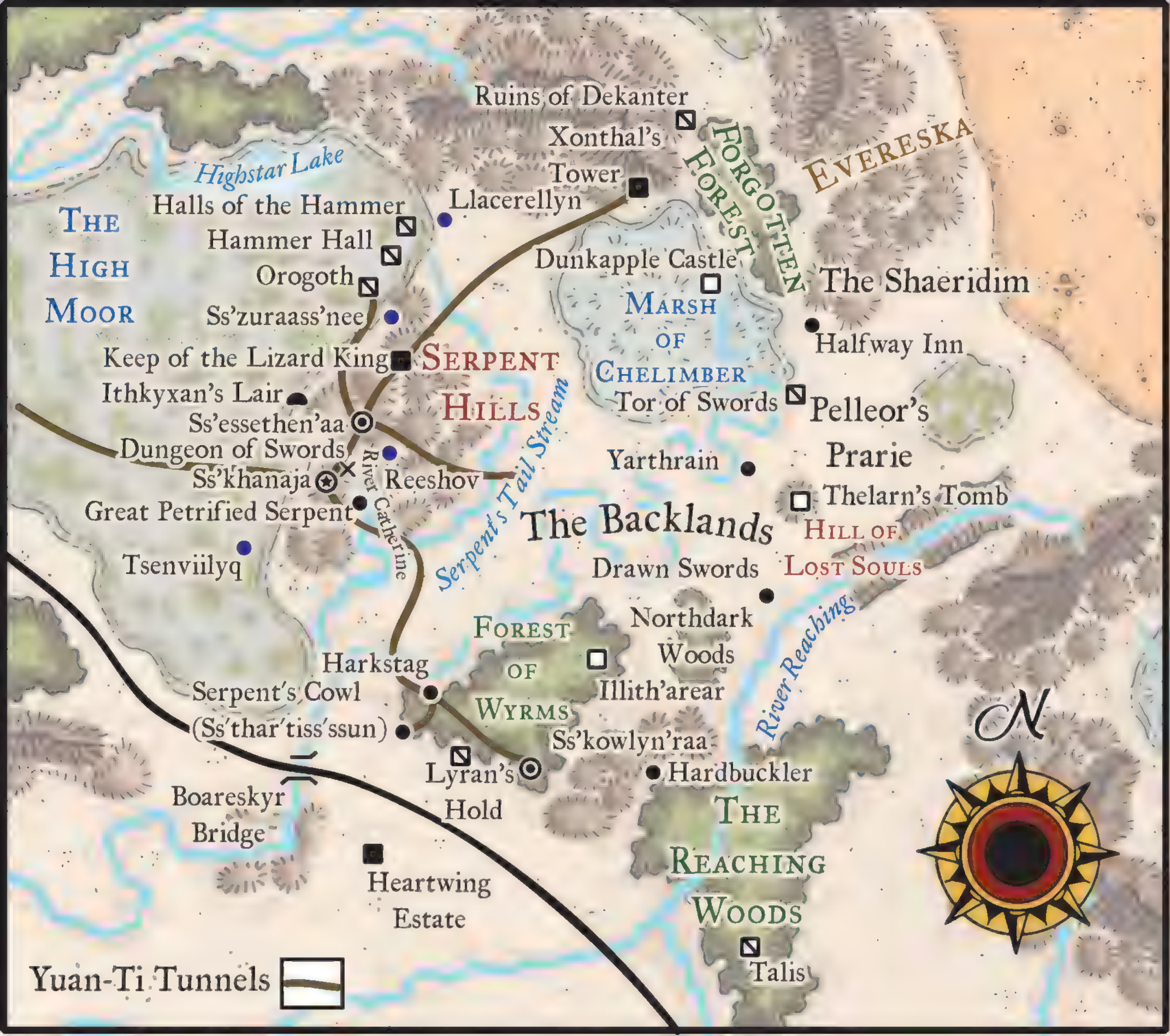
Fortified Dragonborn Encampment

One square = 5 feet

Sheltered areas
provide cover
from aerial
assaults including
breath weapons







Ruins of Dekanter

Xonthal's

Tower

Llacerellyn

Halls of the Hammer

Hammer Hall

Orogoth

Ss'zuraass'nee

Keep of the Lizard King

Ithkyxan's Lair

Ss'essethen'aa

Dungeon of Swords

Ss'khanaja

Great Petrified Serpent

Tsenviilyq

Harkstag

Serpent's Cowl

(Ss'thar'tiss'ssun)

Boareskyr

Bridge

Heartwing

Estate

Dunkapple Castle

MARSH

OF

CHELIMBER

Tor of Swords

Yarthrain

The Shaeridim

Halfway Inn

Pelleor's

Prarie

Thelarn's Tomb

HILL OF

LOST SOULS

Drawn Swords

Northdark

Woods

Illith'arear

Ss'kowlyn'raa

Hardbuckler

Lyran's

Hold

THE

REACHING

WOODS

Talis

Yuan-Ti Tunnels



Caravel

Steps Up		Stove		Hawsepipe		Boat	
Steps Down		Table/Shelf		Anchor		Rail	
Mast		Chair		Catapult		Winch	
Door		Bunk		Ballista			
Cask		Hatch		Porthole			
Cargo		Chimney		Ship's Wheel			

5 ft.



Hold



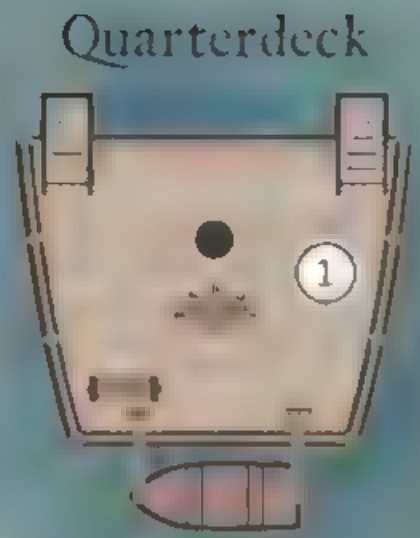
Lower Deck



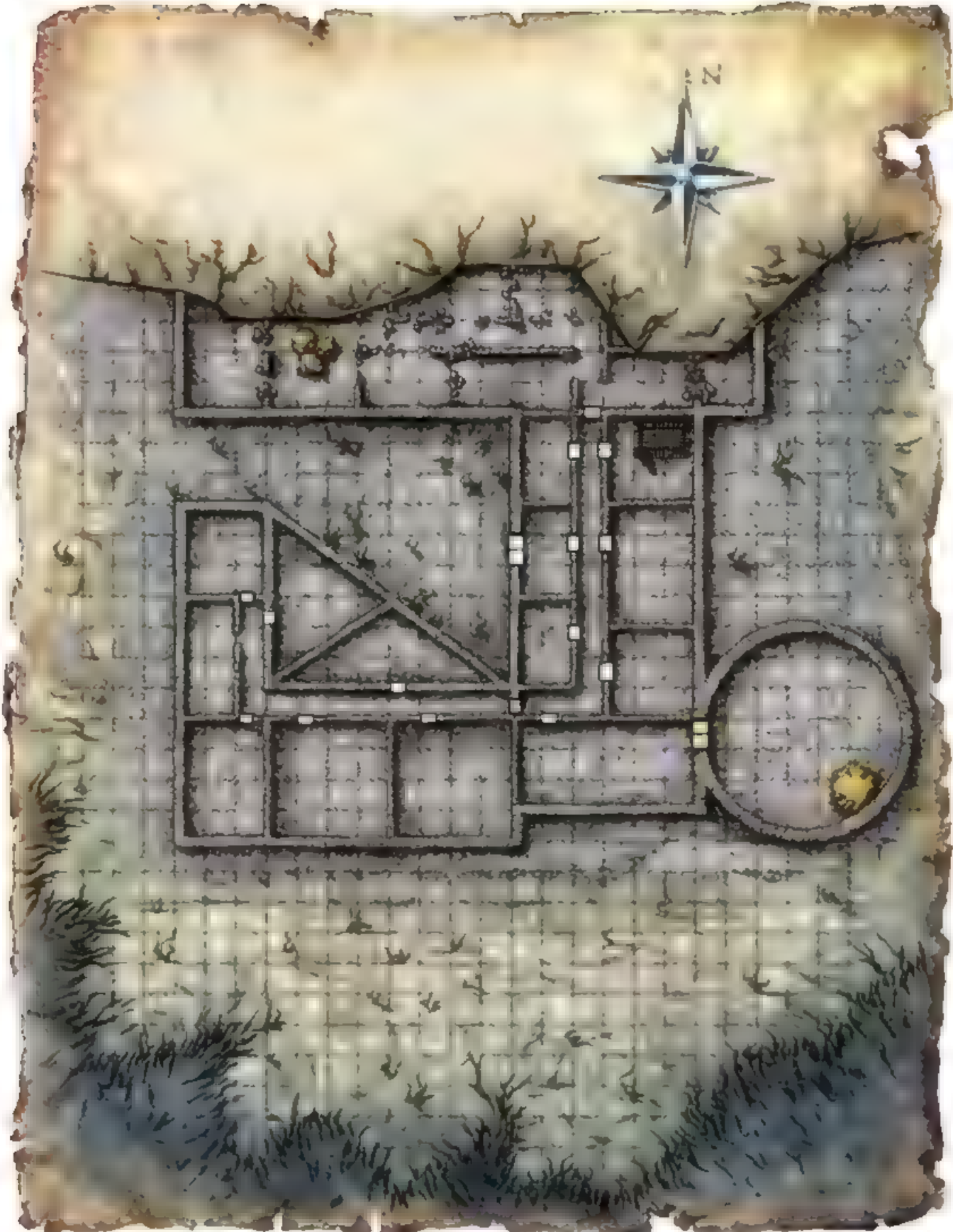
Main Deck



Fo'c'sle



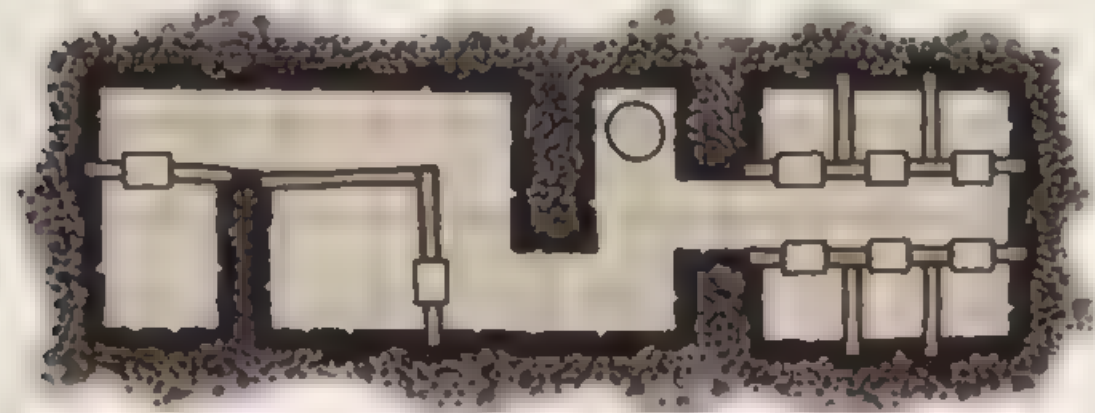
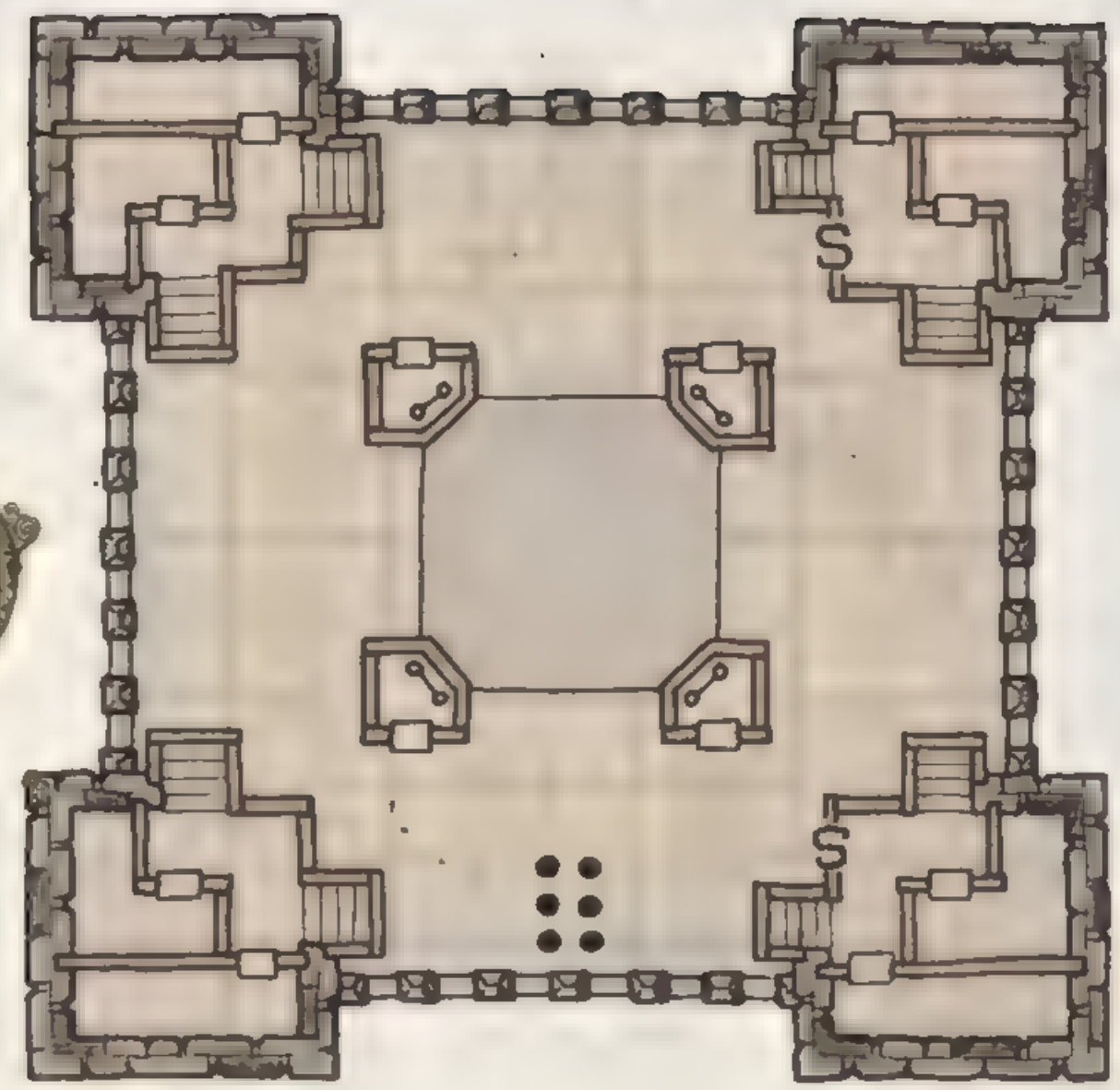
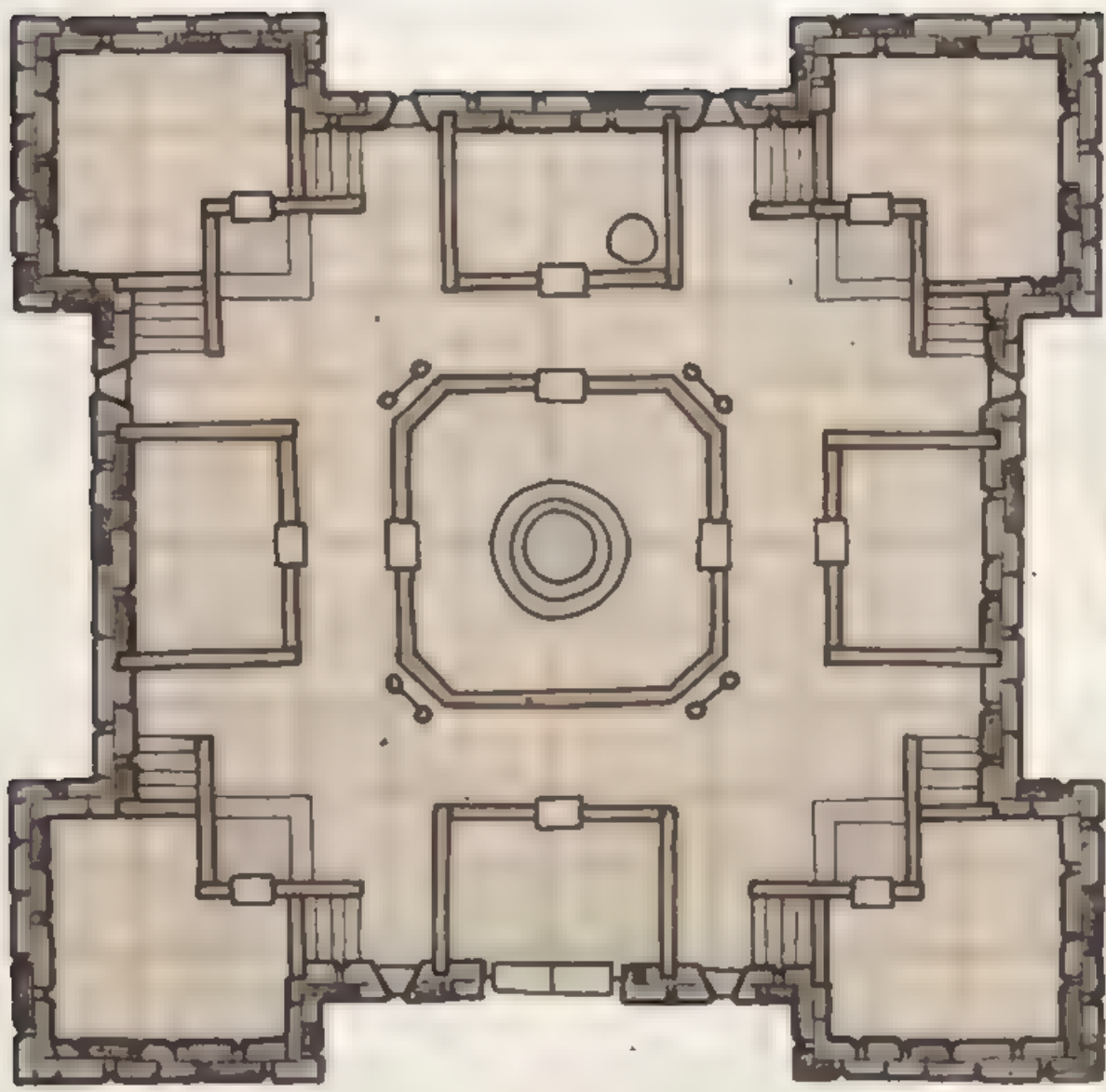
Quarterdeck



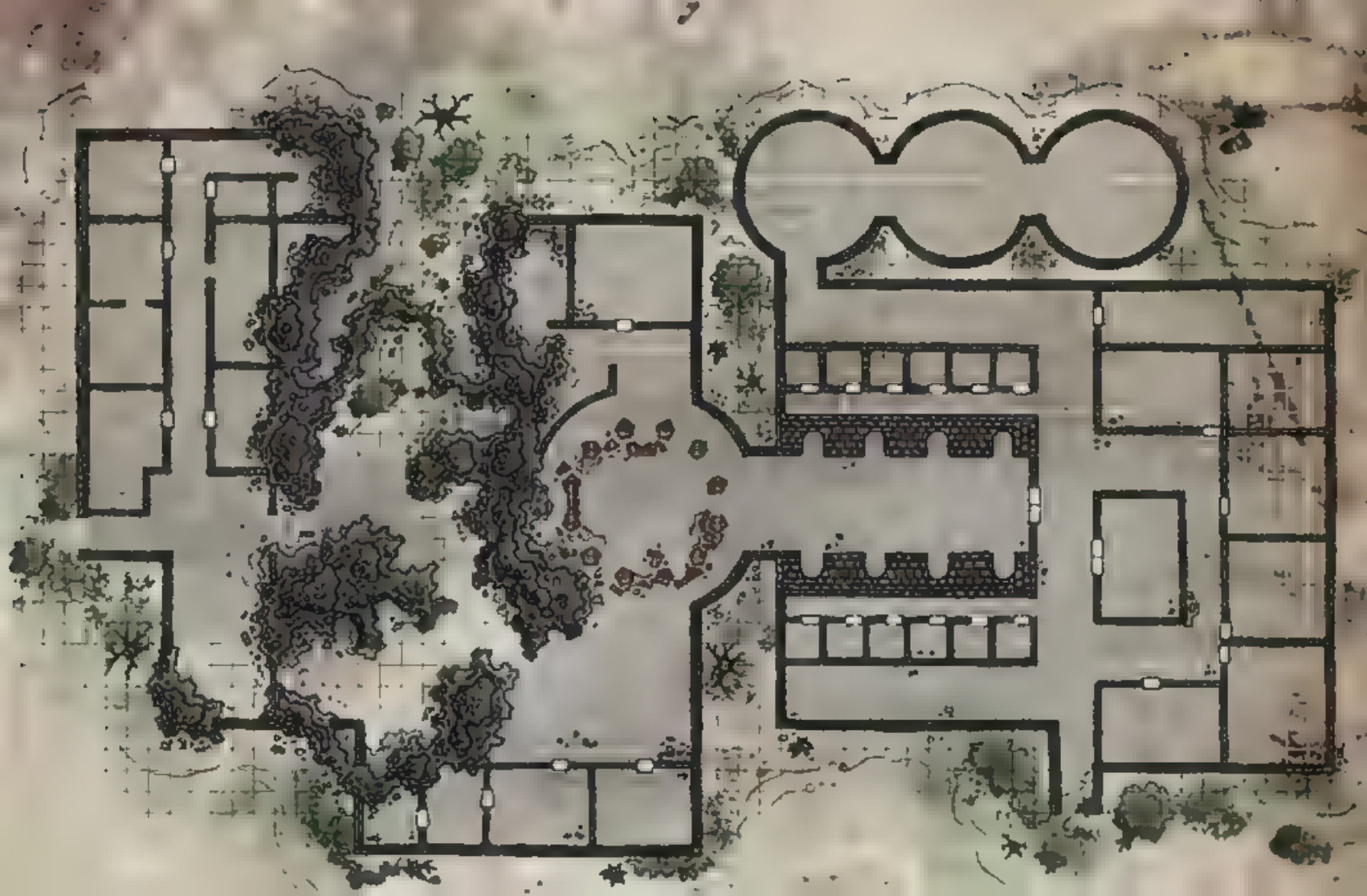
Satyr's Glen

One square = 5 feet









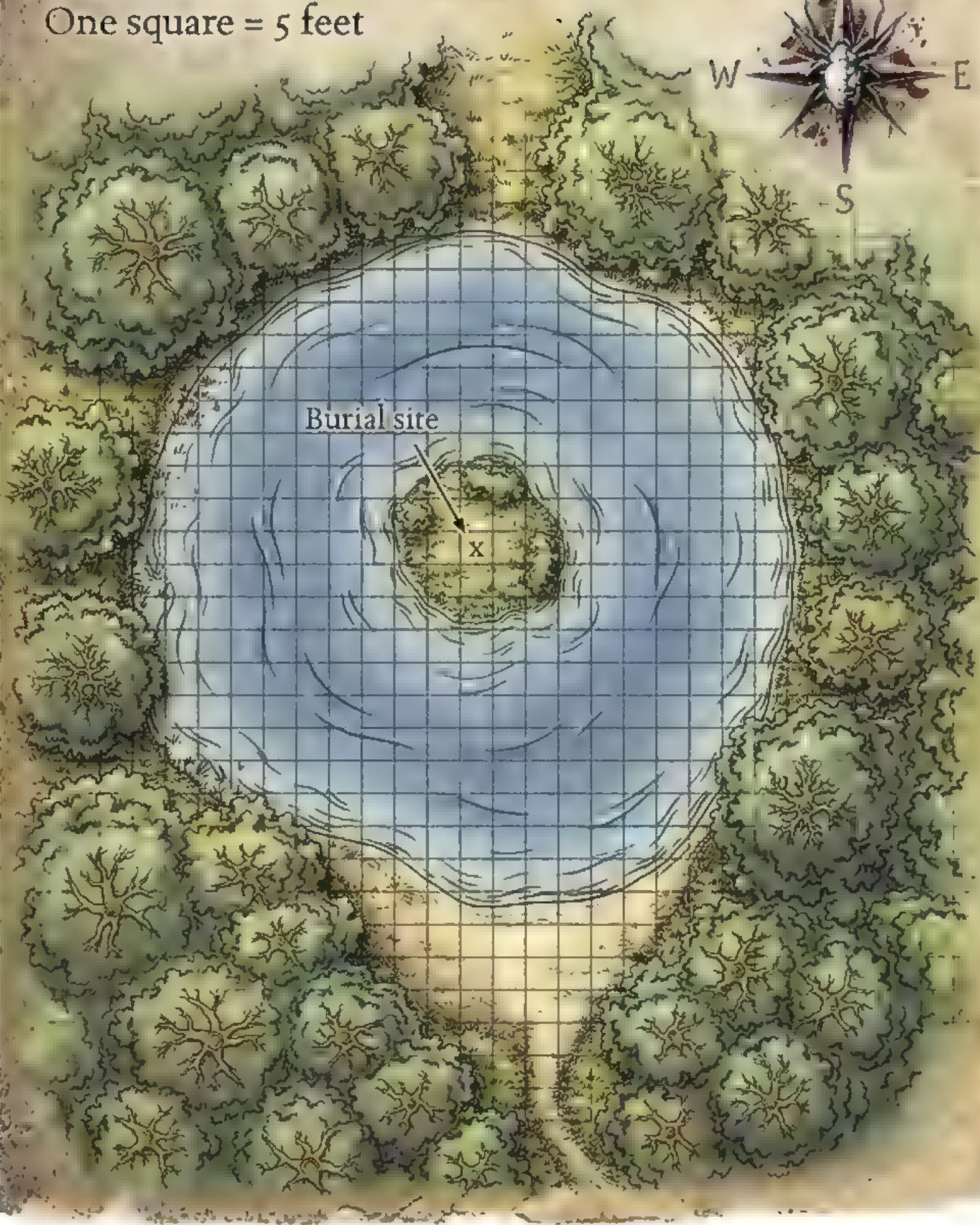
A Sacred Space

One square = 5 feet



Burial site

X



Village of Barovia



E8

E7

E5

E3

E4

E9

E10

E11

N



= 40 FT.

KNIGHT OF THE FLYING HUNT

typical castle



One square = 10 feet



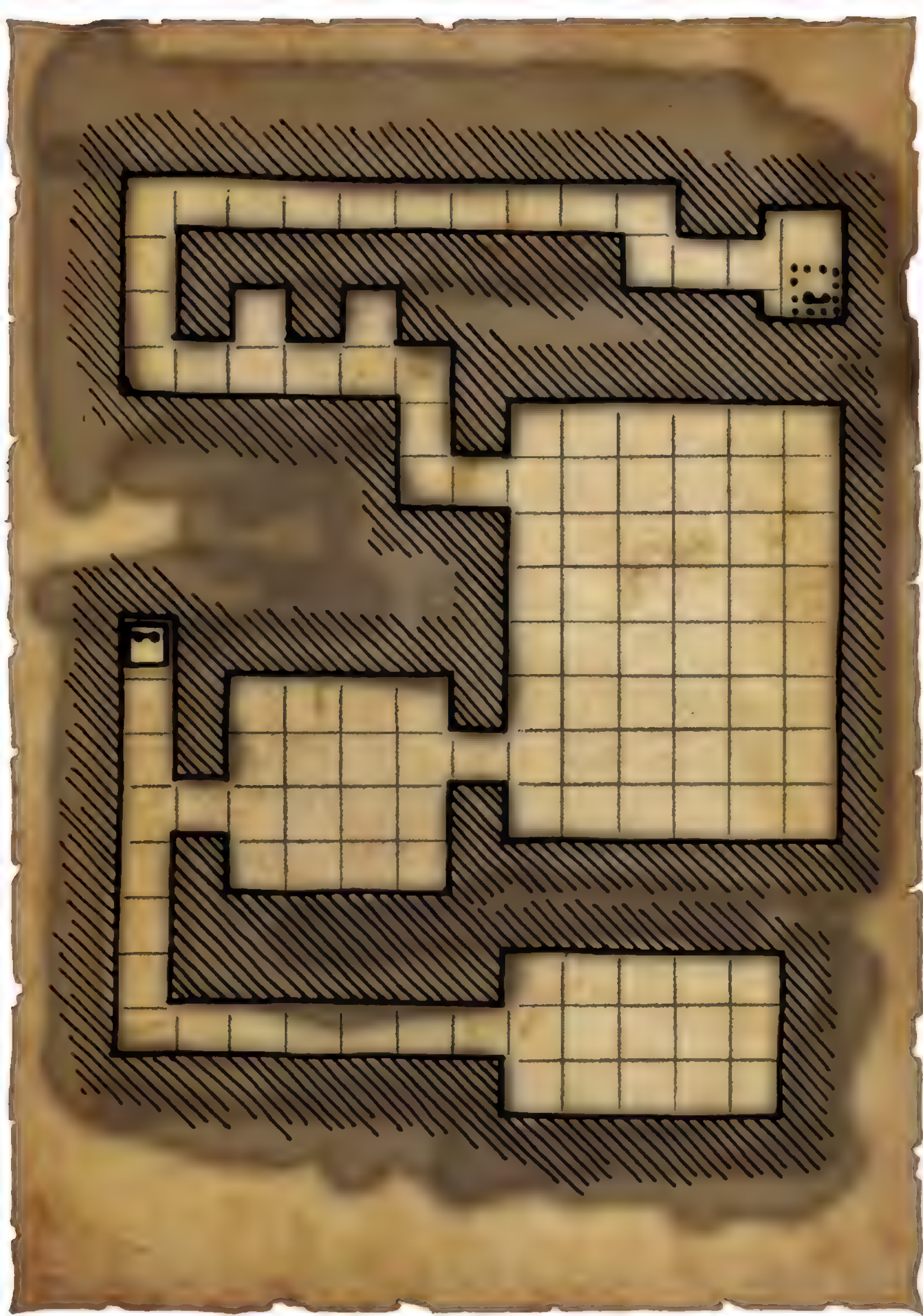
WEST

KEY

- | | | |
|-----------|---------------|--------------------------------|
| 1 Storage | 5 Main hall | 9 Lord's chambers |
| 2 Pantry | 6 Guard rooms | 10 Lord's offices and study |
| 3 Armory | 7 Kitchen | 11 Pegasus platform and stable |
| 4 Stables | 8 Guest room | |

Dragonport

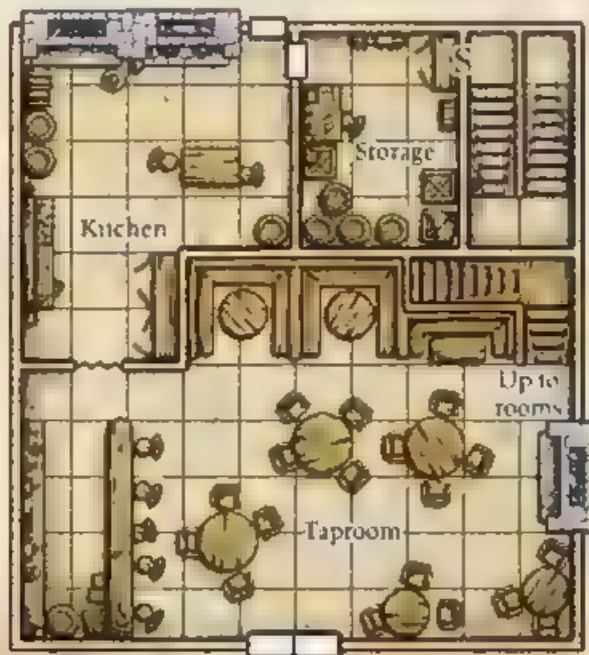




The Bottle and Blade Speakeasy

Ground Floor

One square = 5 feet

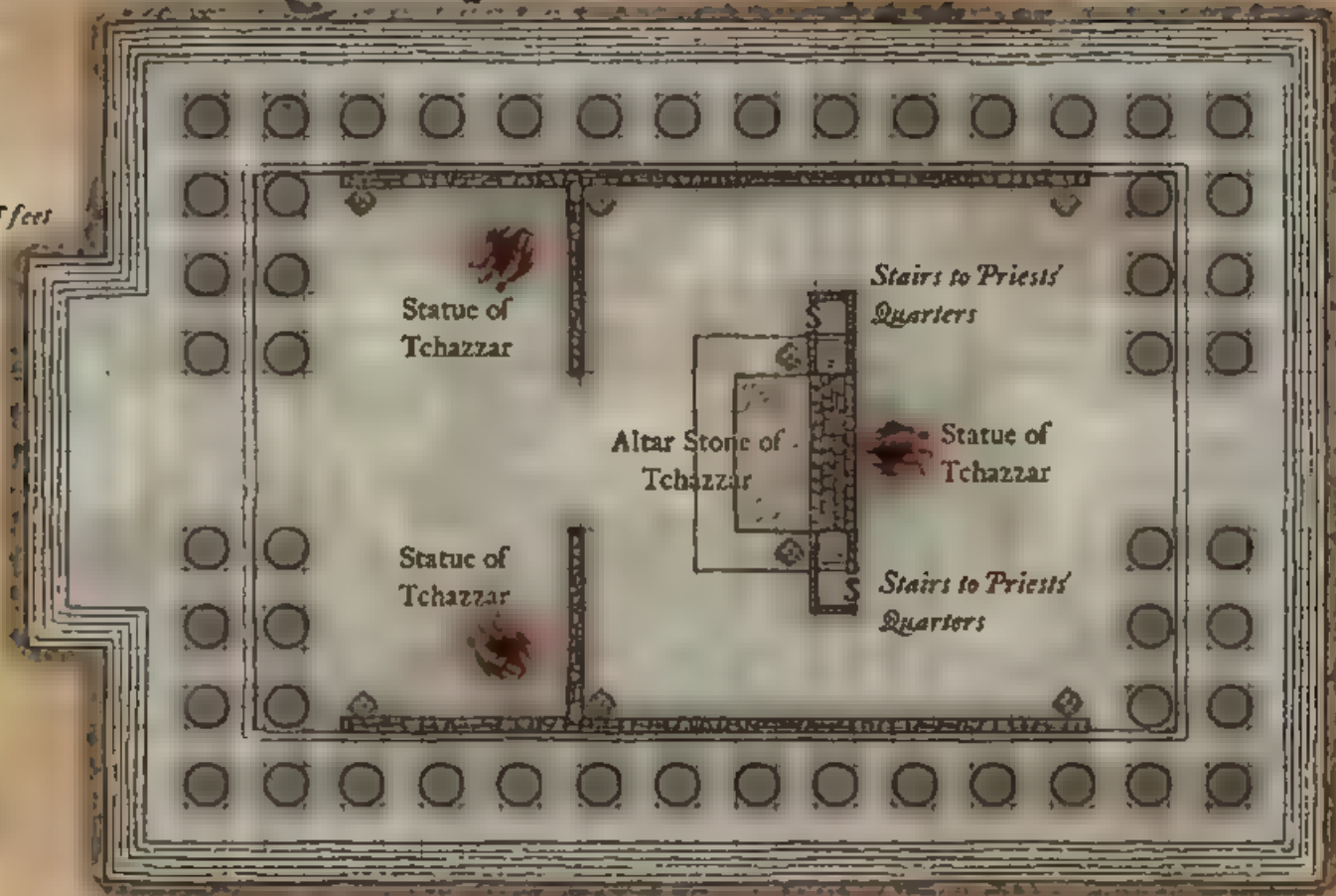


Basement



The Great Palace of the Sceptenar

□ : 5 feet





SHRINE OF THE SERPENT

Key

Level 1: Earthkin's lair

1. Desecrated shrine

2. Watchtower

3. Living quarters

Level 2: Pureblood hall

4. Desecrated shrine

5. Living quarters

Level 3: Breeding chambers

6. Desecrated shrine

7. Living quarters

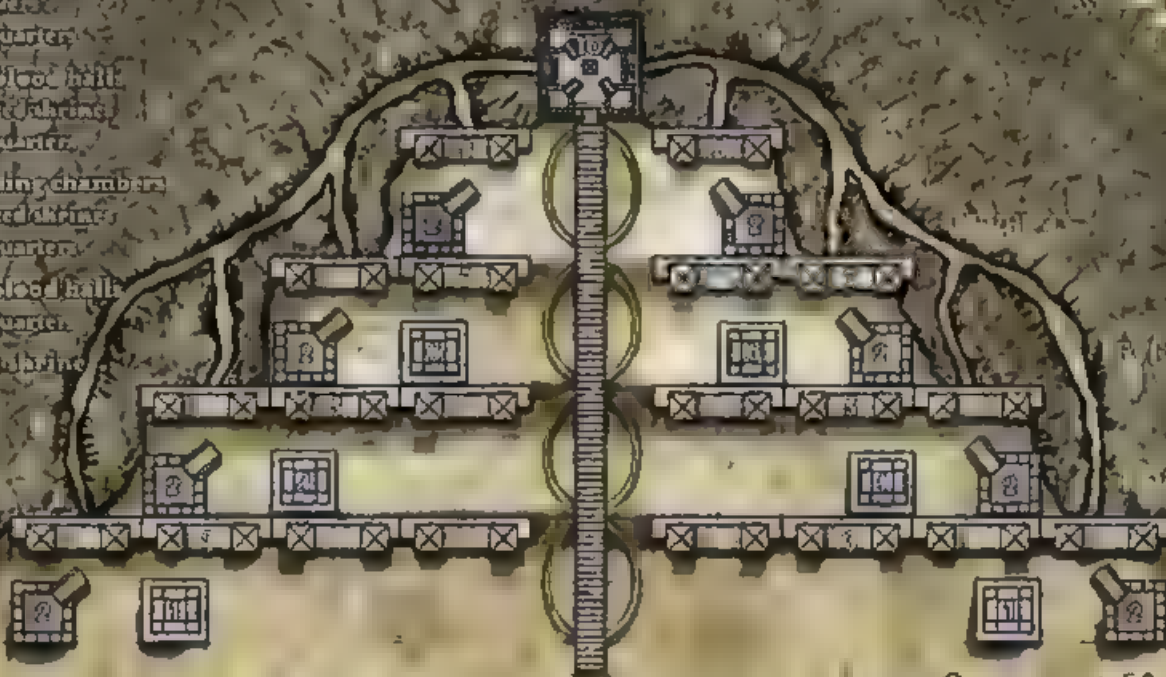
Level 4: Halfblood hall

8. Living quarters

Level 5: Grounds

9. Gate

10. Bridge



One square = 50 feet



AHNADIV MOUNTAINS

SHALQUAR

MALSHASHAR

KASSHTA
KEEP

KOOR

MAAYA

PYQAT

VUIPANA
FALLS

TASHALATORA

KORRANDAR

MIGRAAM

JATHARA
SOUND

IL-SHAKTI

HANUMAN

GHOZA

GHOZA RIVER

LUUTKLEZA

LOOHAR

RAAN

AHDRYATMIN

KHADA

RUUKOSI
RIVER

RUUKOSI

JATHARA
SOUND

XEPHANAN

YMTARAI

MEERKISH

HAZTARATAIN
MONASTERY

MEER
RIVER

HONSAA

XANYAI RIVER

DYALYA

PIHDRI

BISHMA

AHDRI RIVER

SIAMBALA

DVAARNAVA

ADAR



Lakes of Bile

VAMPIRE LORD'S CASTLE

- Strong wooden door
- Strong wooden door [locked]
- Secret door [Search DC 15]
- Curtain
- Trapdoor in floor
- Trapdoor in ceiling
- Stone pillar
- Fireplace
- Window
- Suit of armor
- Chair
- Well
- Barrels
- Table

GROUND FLOOR



One square = 5 feet

CRYPT

WELL SHAFT

HOLE IN CEILING
[UNDER DAIK]

- | | |
|-----------------------|--|
| 1. Stone causeway | 10. Tower study |
| 2. Main hall | 11. Jail's room |
| 3. Kitchen | 12. Upstairs hall |
| 4. Garden | 13. Sunset balcony |
| 5. Servants' quarters | 14. Bedroom |
| 6. Pantry/storage | 15. Bathroom |
| 7. Trapdoor to crypt | 16. Spiral staircase |
| 8. Courtyard | 17. Parapet |
| 9. Secret hallway | 18. Library |
| | 19. Study |
| | 20. Workroom |
| | 21. Stone bridge |
| | 22. Prison cells |
| | 23. Master bedroom |
| | 24. Bathroom |
| | 25. Gallery |
| | 26. South tower peak |
| | 27. North tower rooftop |
| | 28. Secret staircase
[to area 10] |
| | 29. Hall with alcoves
[from area 7] |
| | 30. Locked crypt |



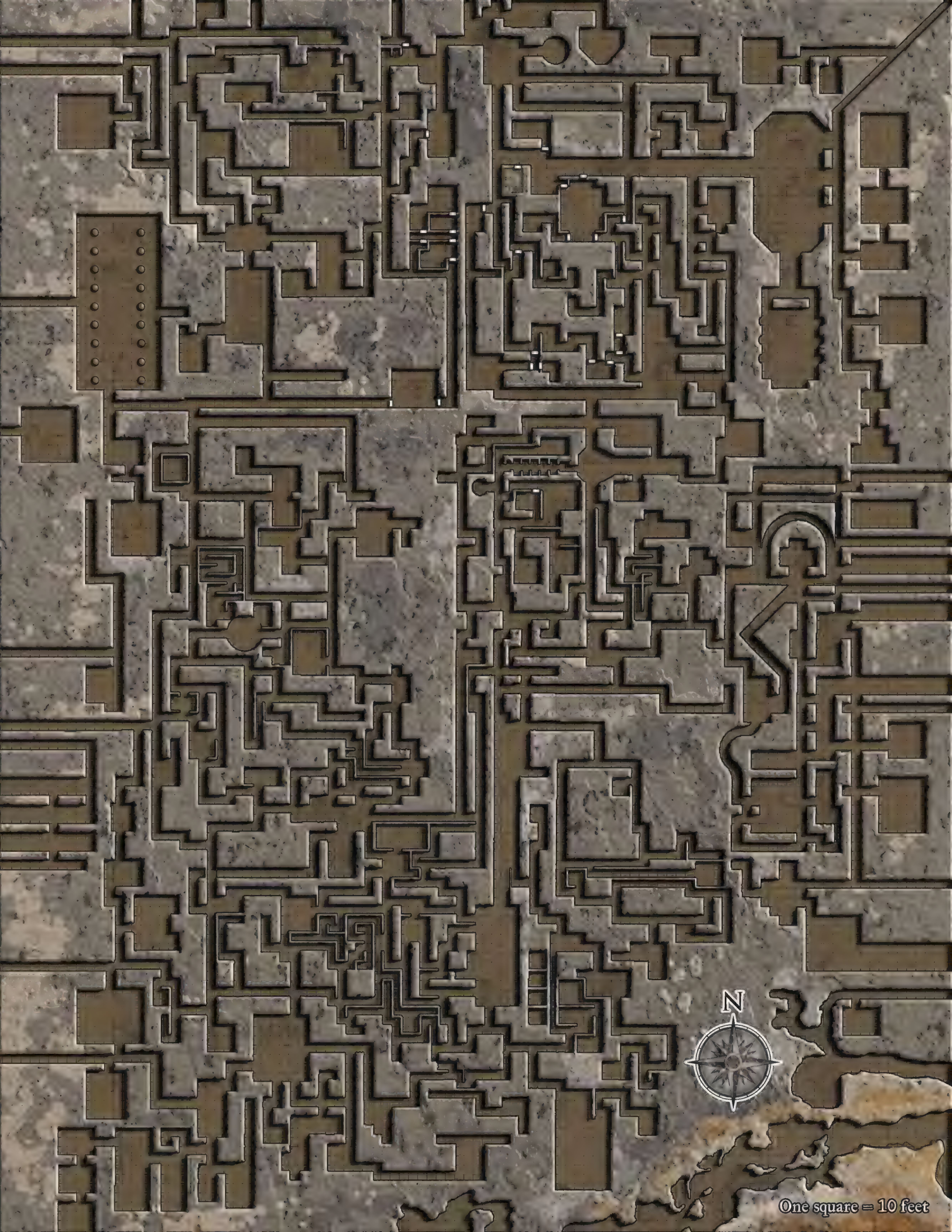
FOURTH FLOOR



THIRD FLOOR

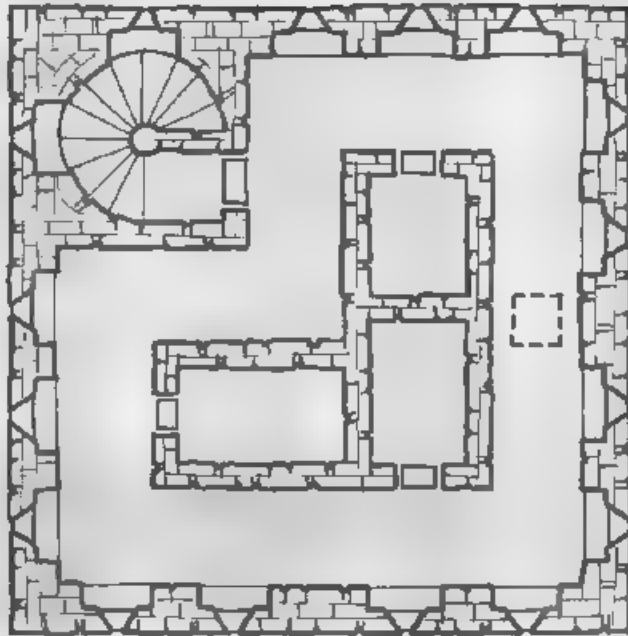


SECOND FLOOR

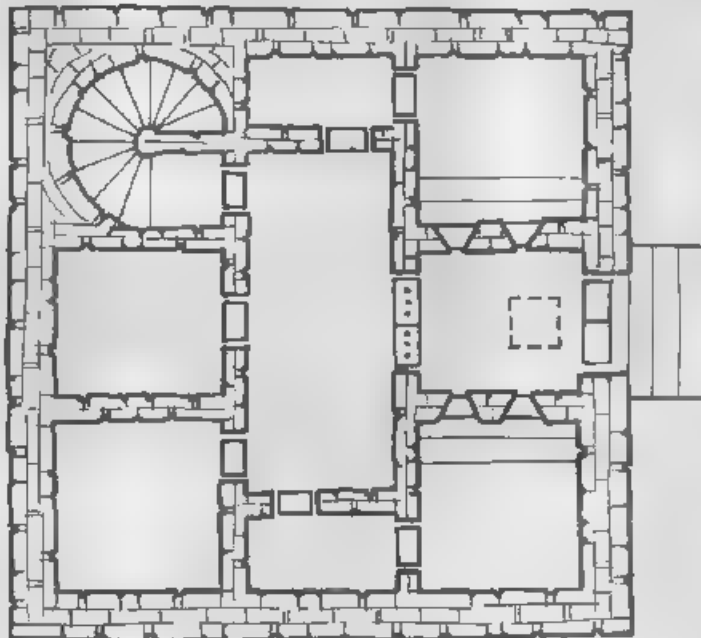
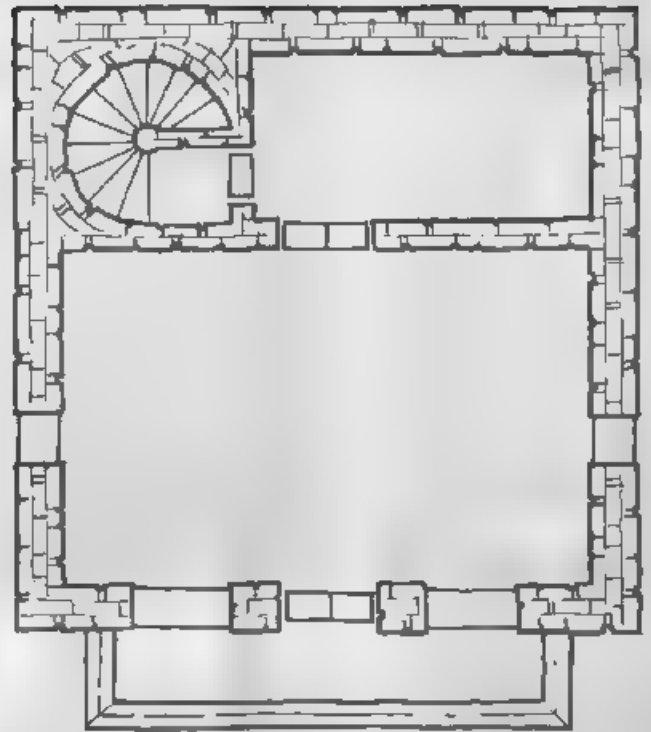


One square = 10 feet

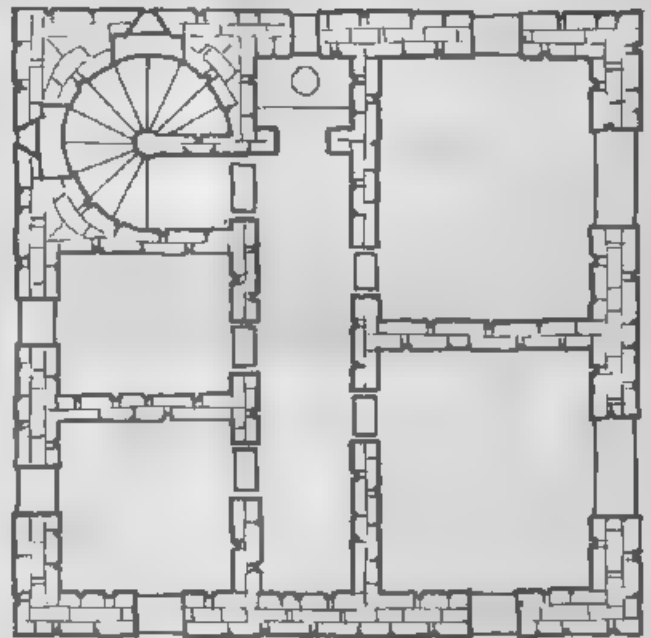
2



1

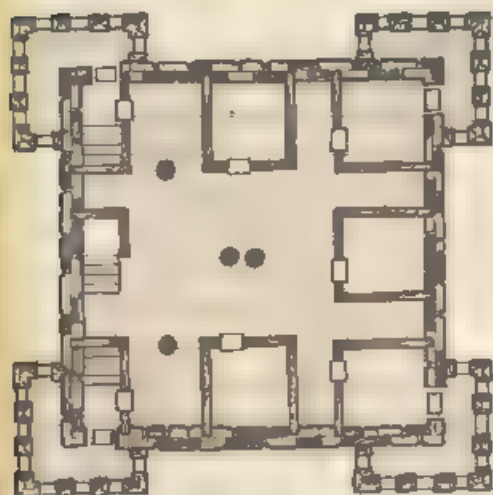
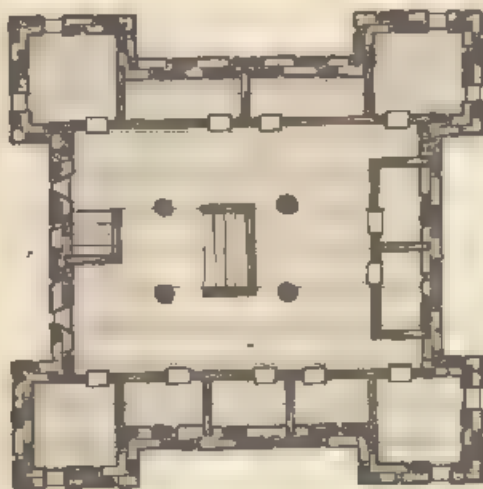
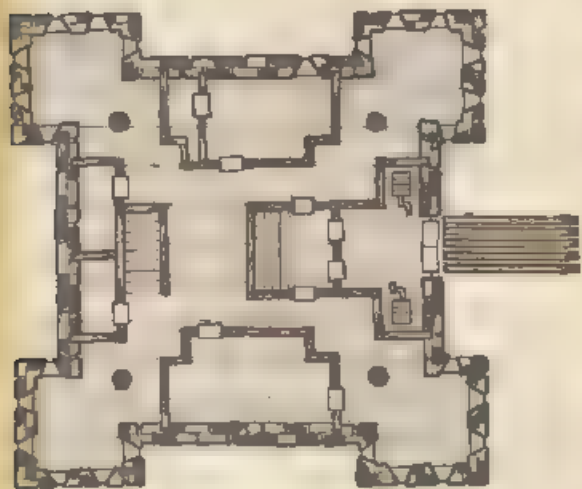
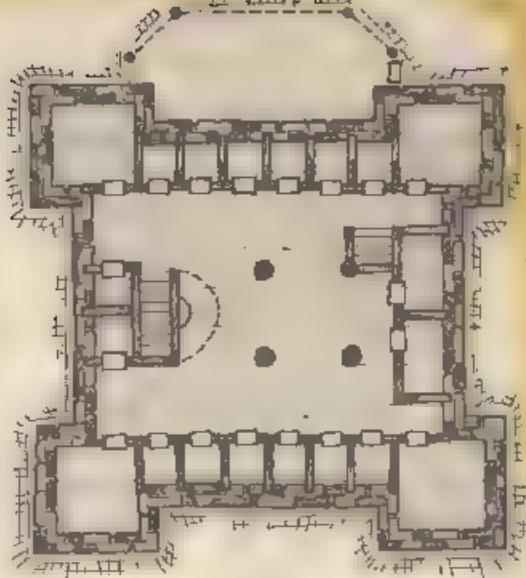


3



4

Keep



HALL OF THE FIRE GIANT KING

ENTRANCE LEVEL



ONE SQUARE=10 FEET

The Necrotic Cradle

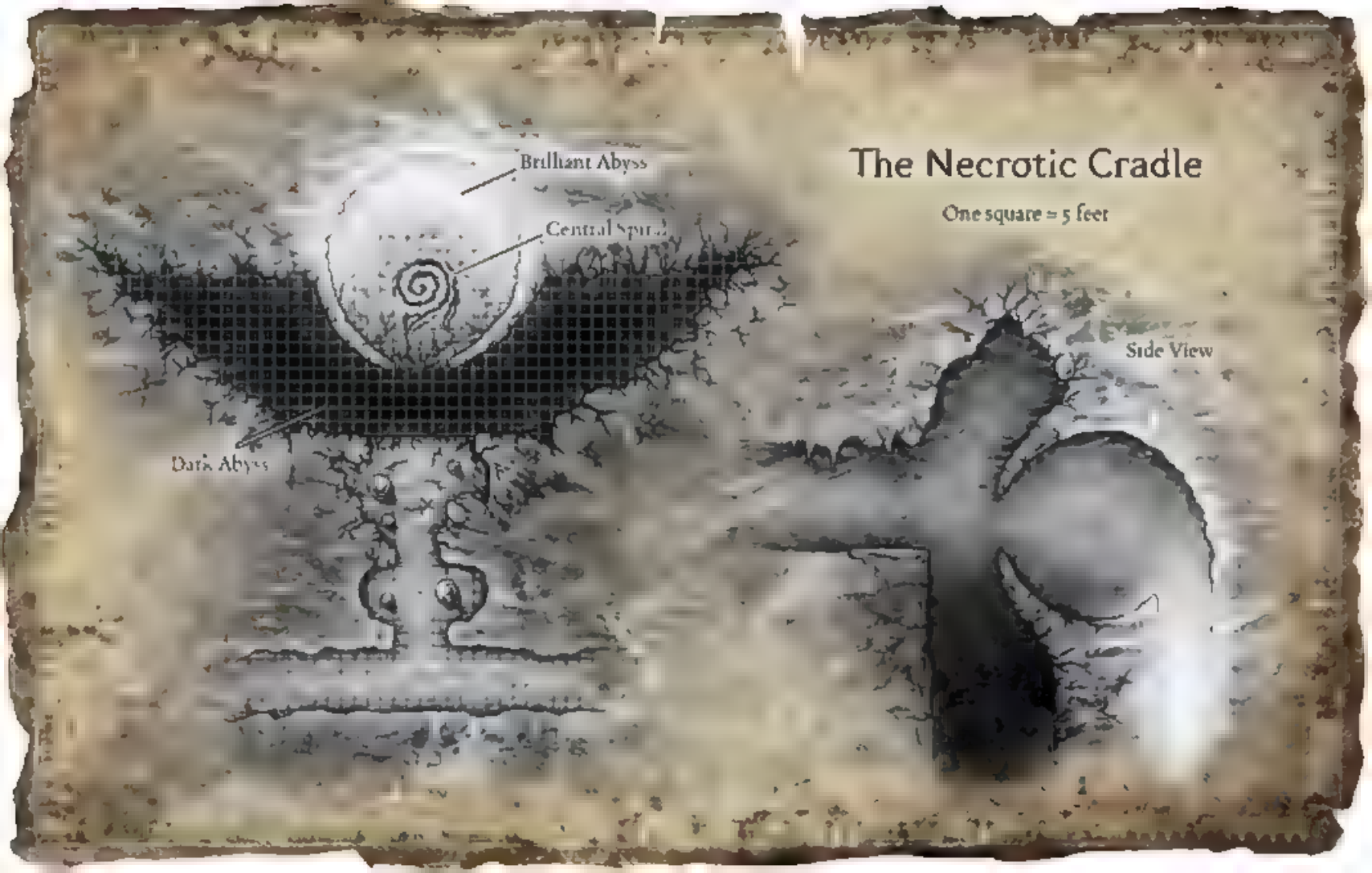
One square = 5 feet

Brilliant Abyss

Central Spiral

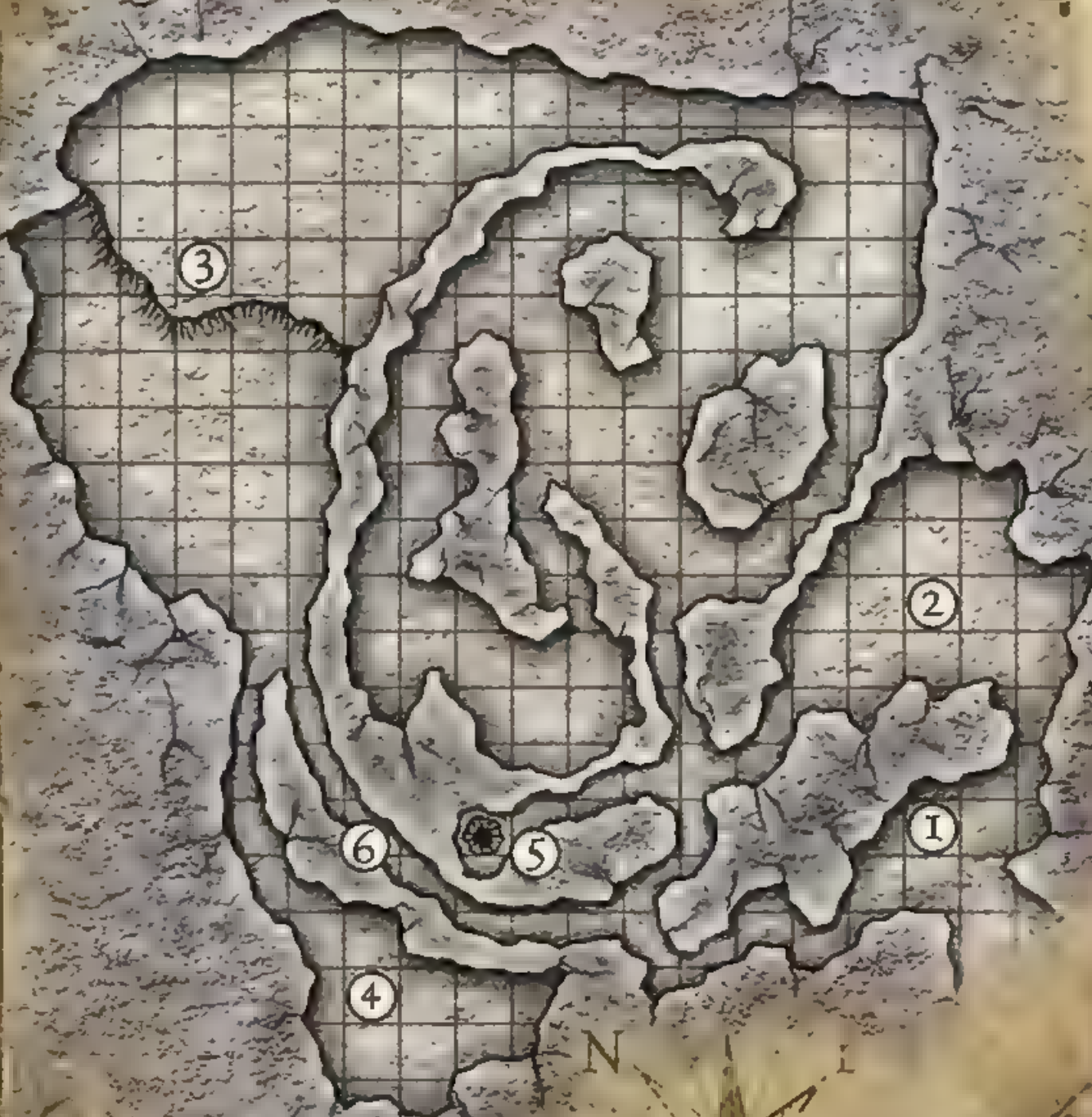
Dark Abyss

Side View

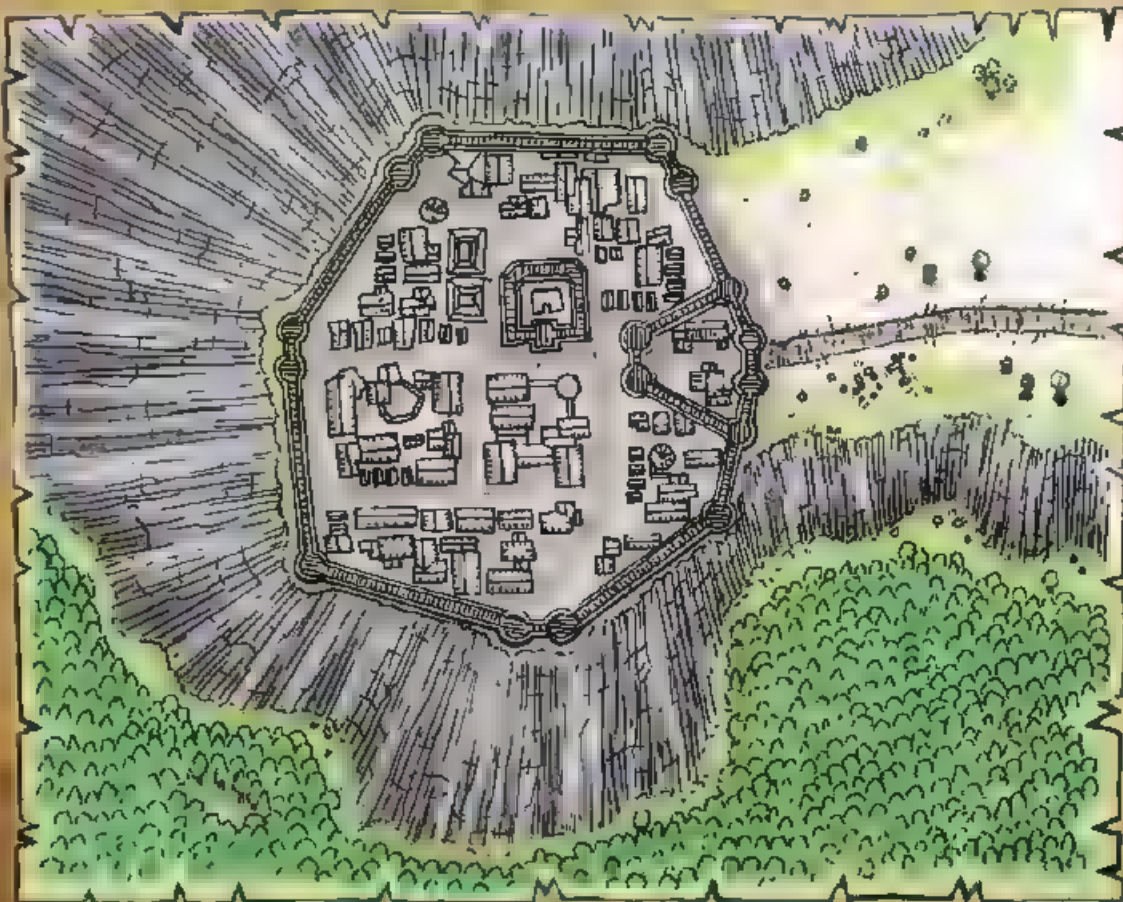
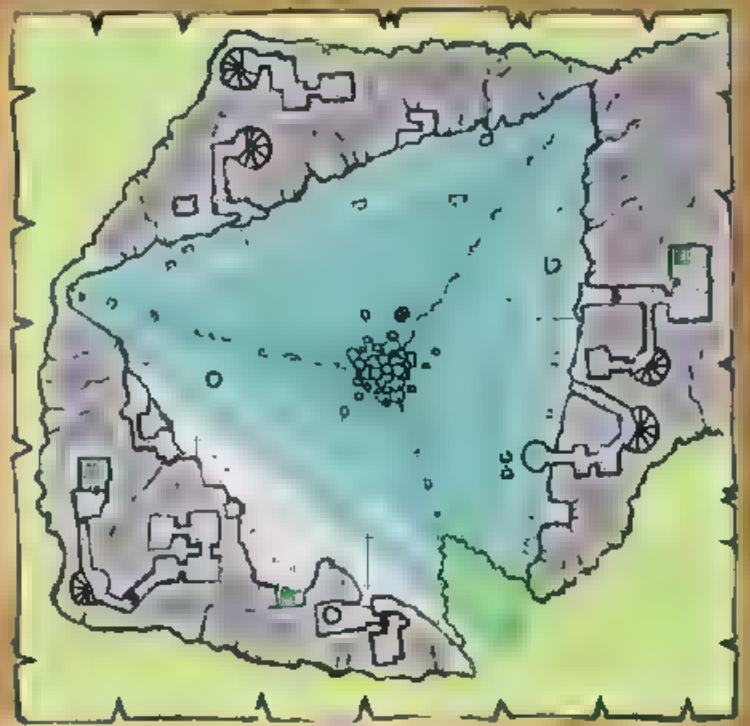
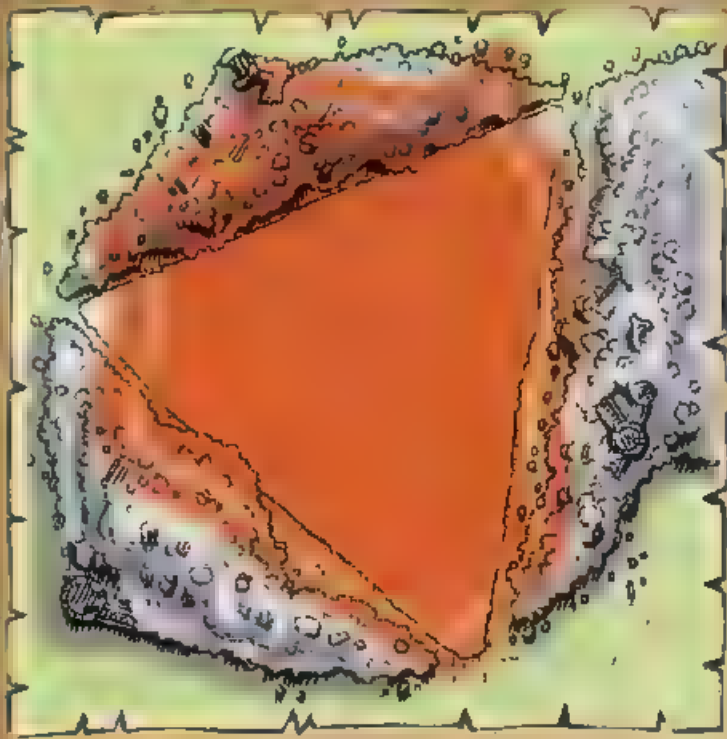


Ghostly Lair

One square = 5 feet







Iejirokarthel (Blood Home)

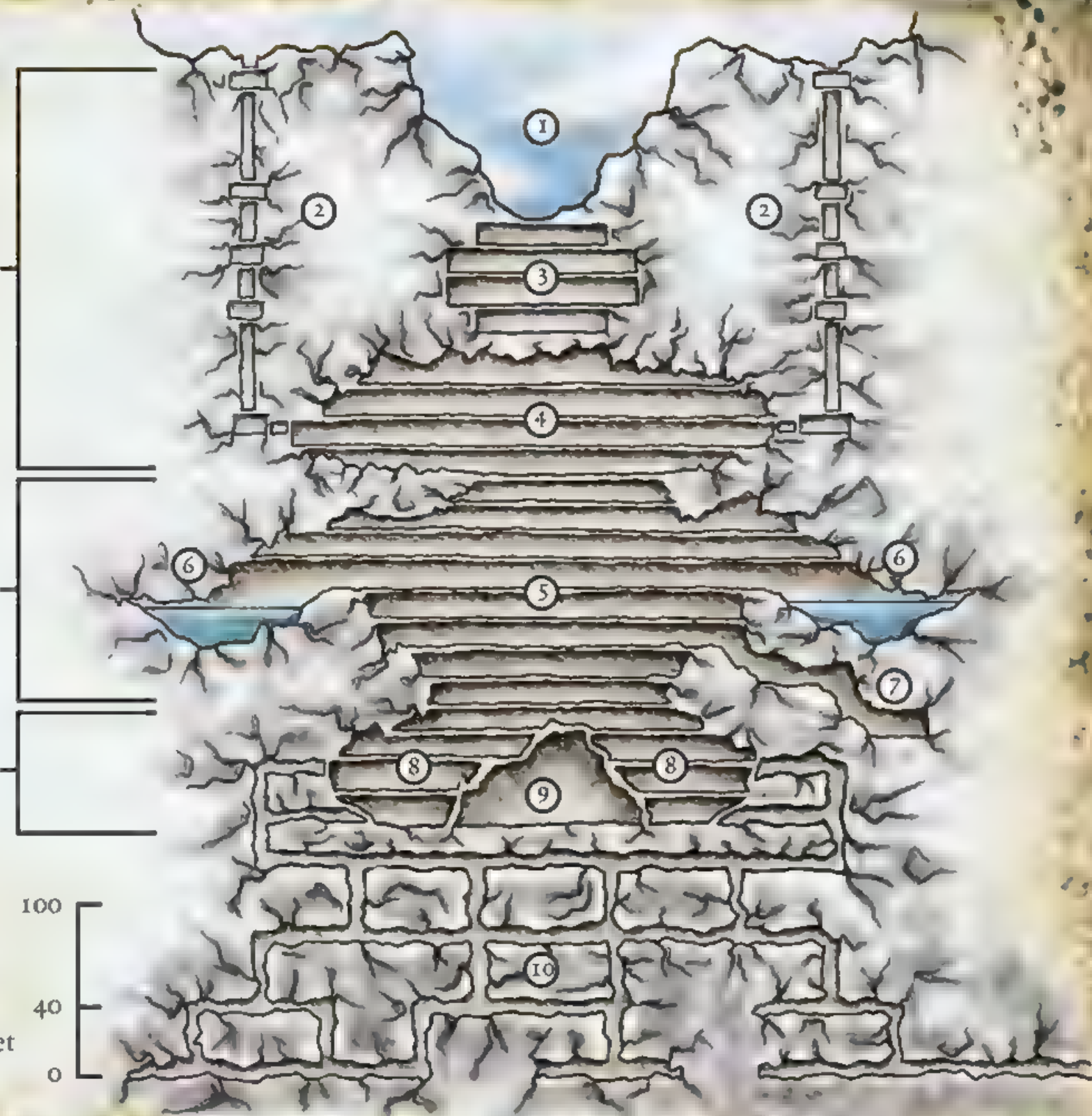
1. Sinkhole
2. Counterweight elevators, guard posts, trapped levels
3. Contrived dungeon
4. Barracks, dire weasel stables, trapmakers
5. Hatchery, professional families, temple of Kurtulmak (accessible)
6. Redirected natural spring pools
7. Temple of Kurtulmak (trapped)
8. Ore processing
9. Common room
10. Mines

Defensive
front

Residential
ring

Staging
area

100
40
0
Feet





Command Center



Ruins

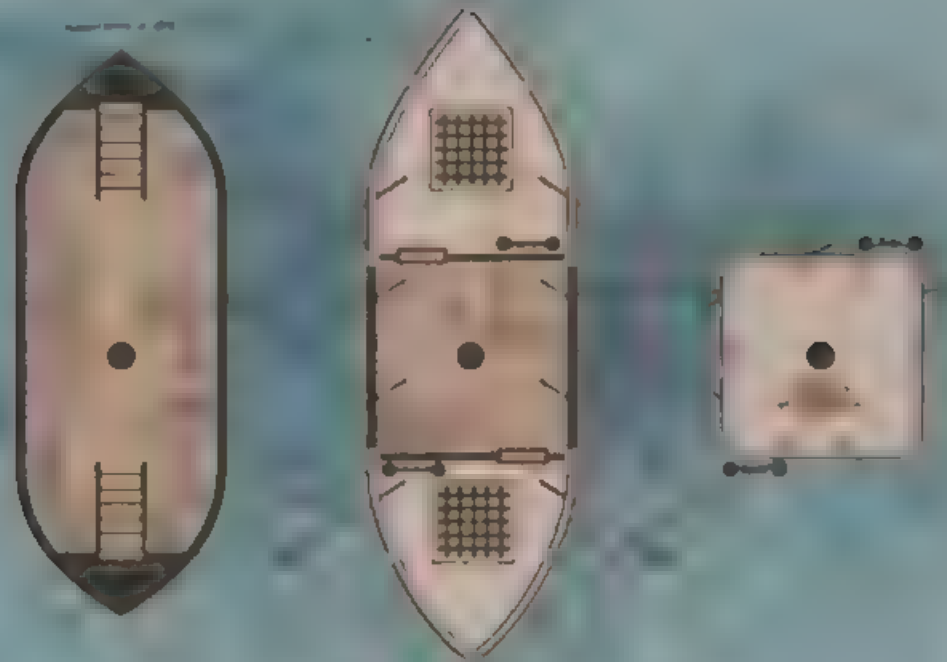
One Square = 10 Feet

ASSASSINATION

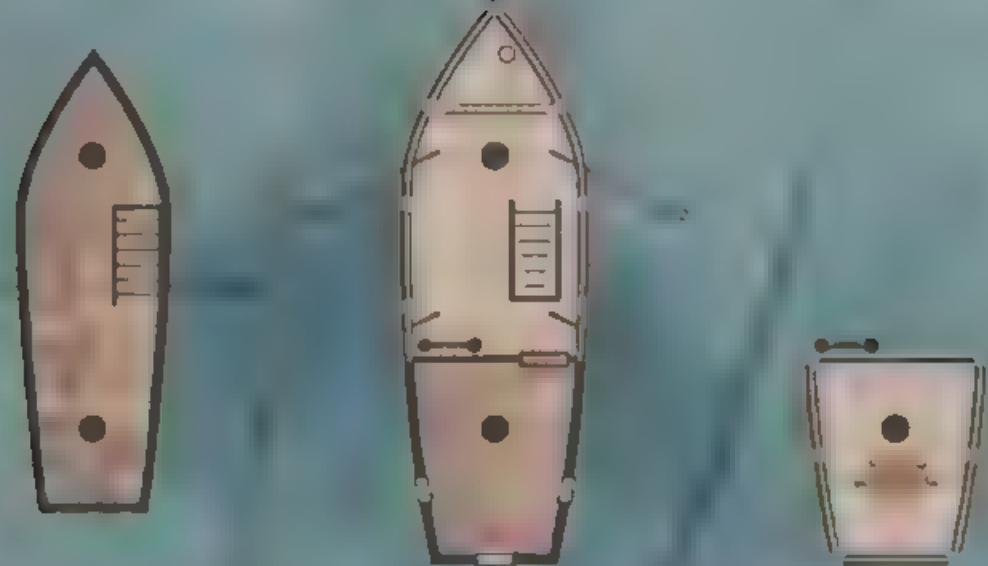




Keelboat



Pinnace



Cog



5 ft.

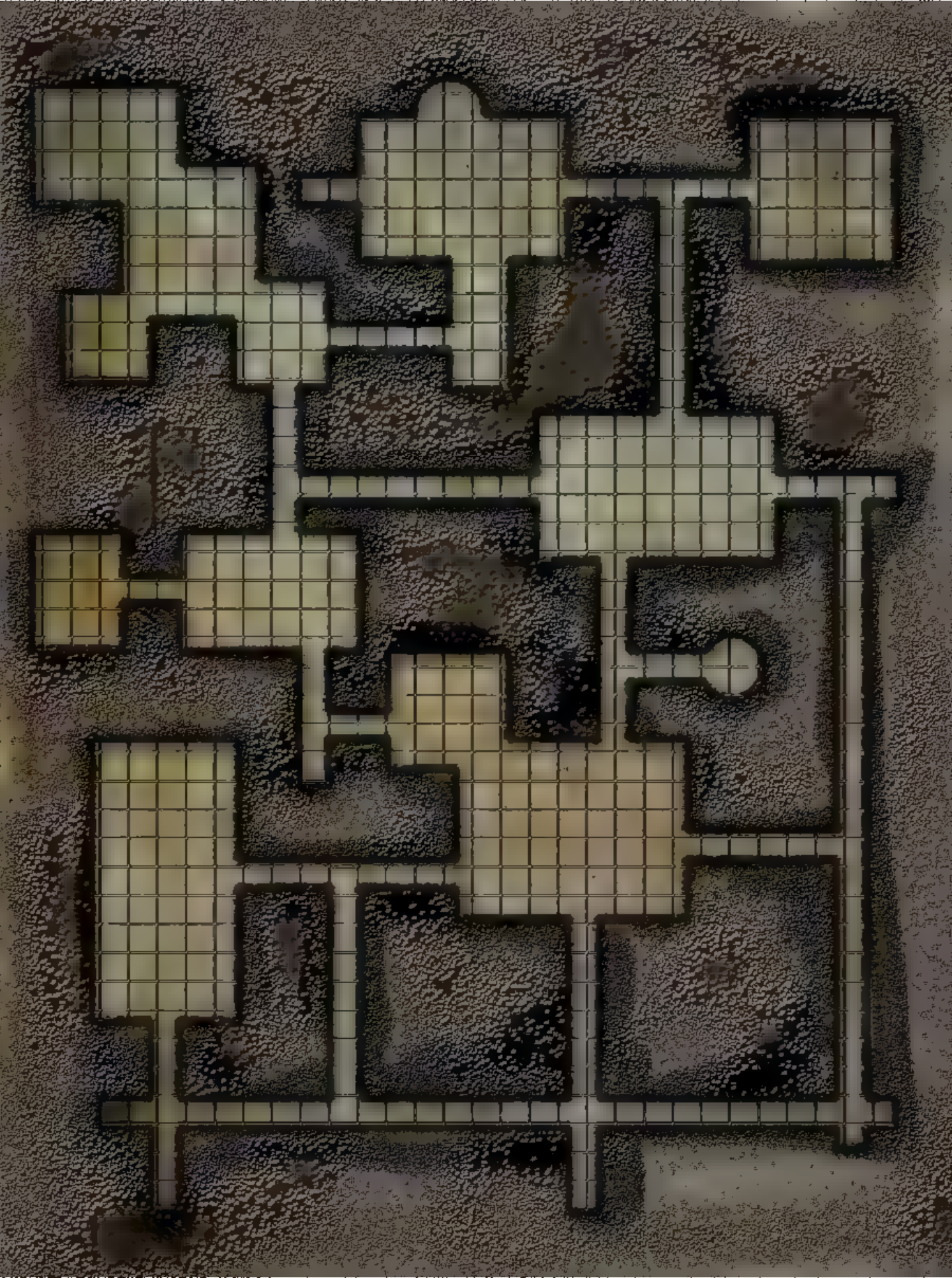
Steps Up		Stove		Hawsepipe		Oar	
Steps Down		Table Shelf		Anchor		Partition	
Mast		Chair		Ballista		Ladder Up	
Door		Bank		Porthole		Ladder Down	
Cask		Hatch		Ship's Wheel			
Cargo		Chimney		Rail			

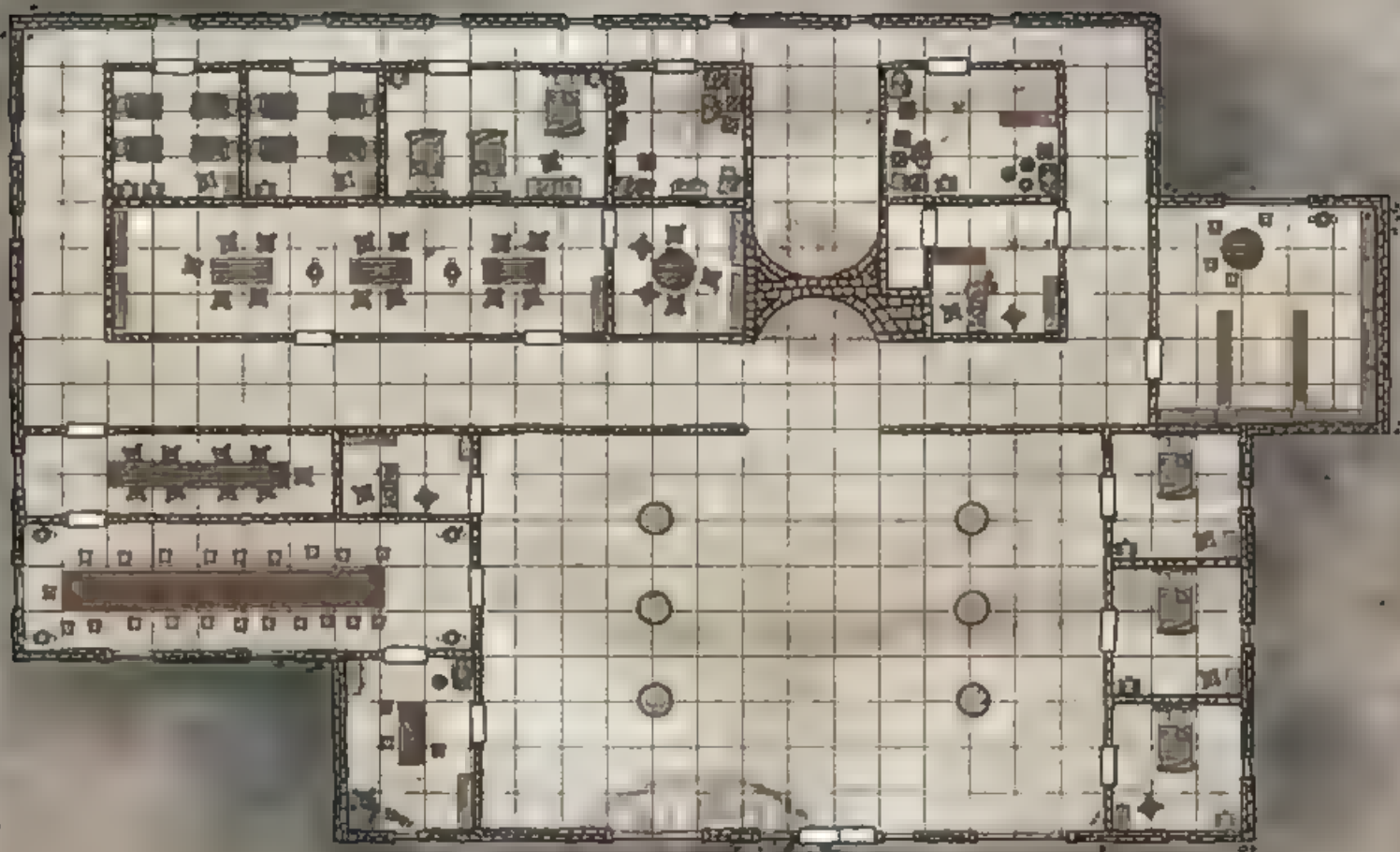




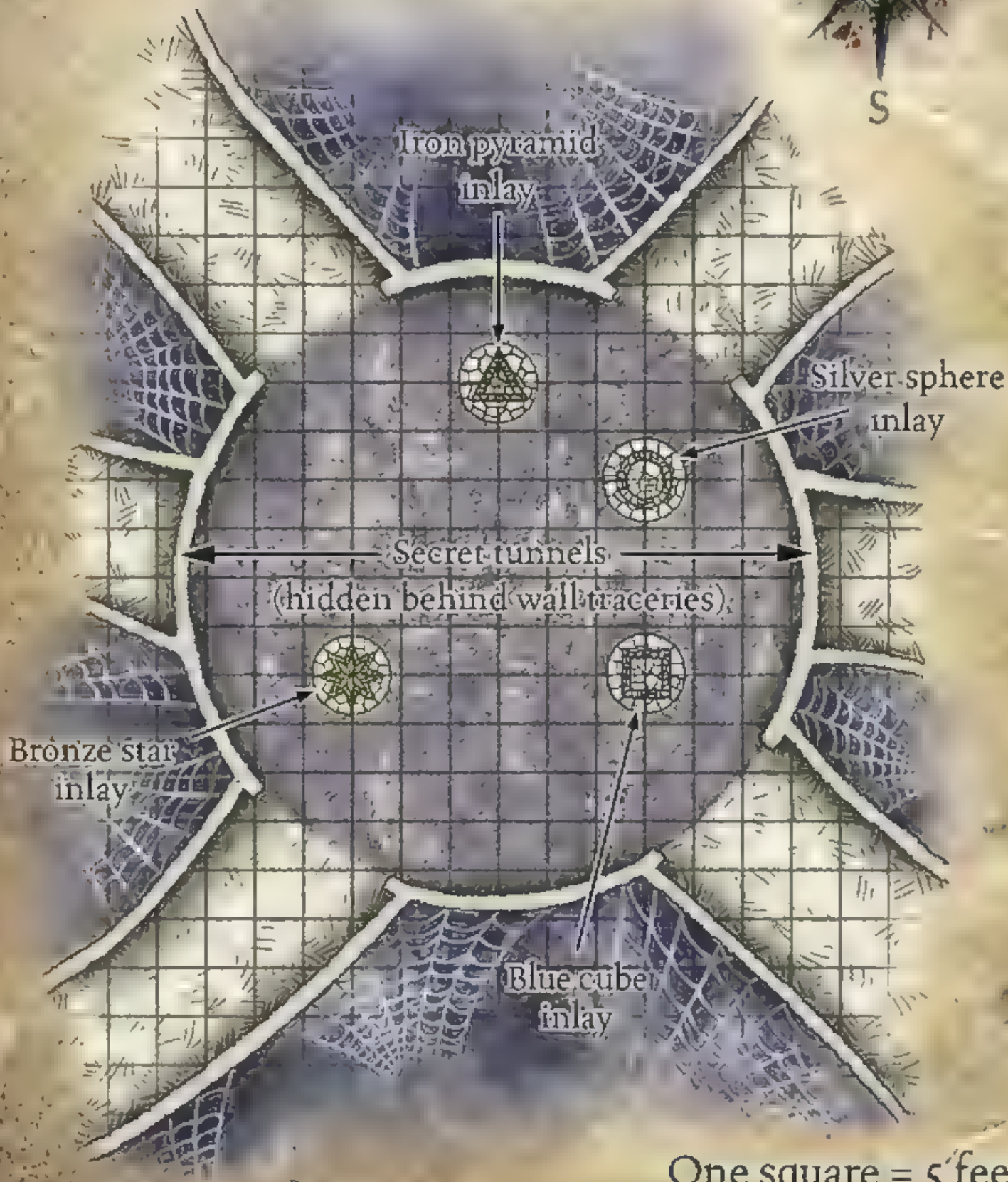
Dragon's Grave

One square = 5 feet





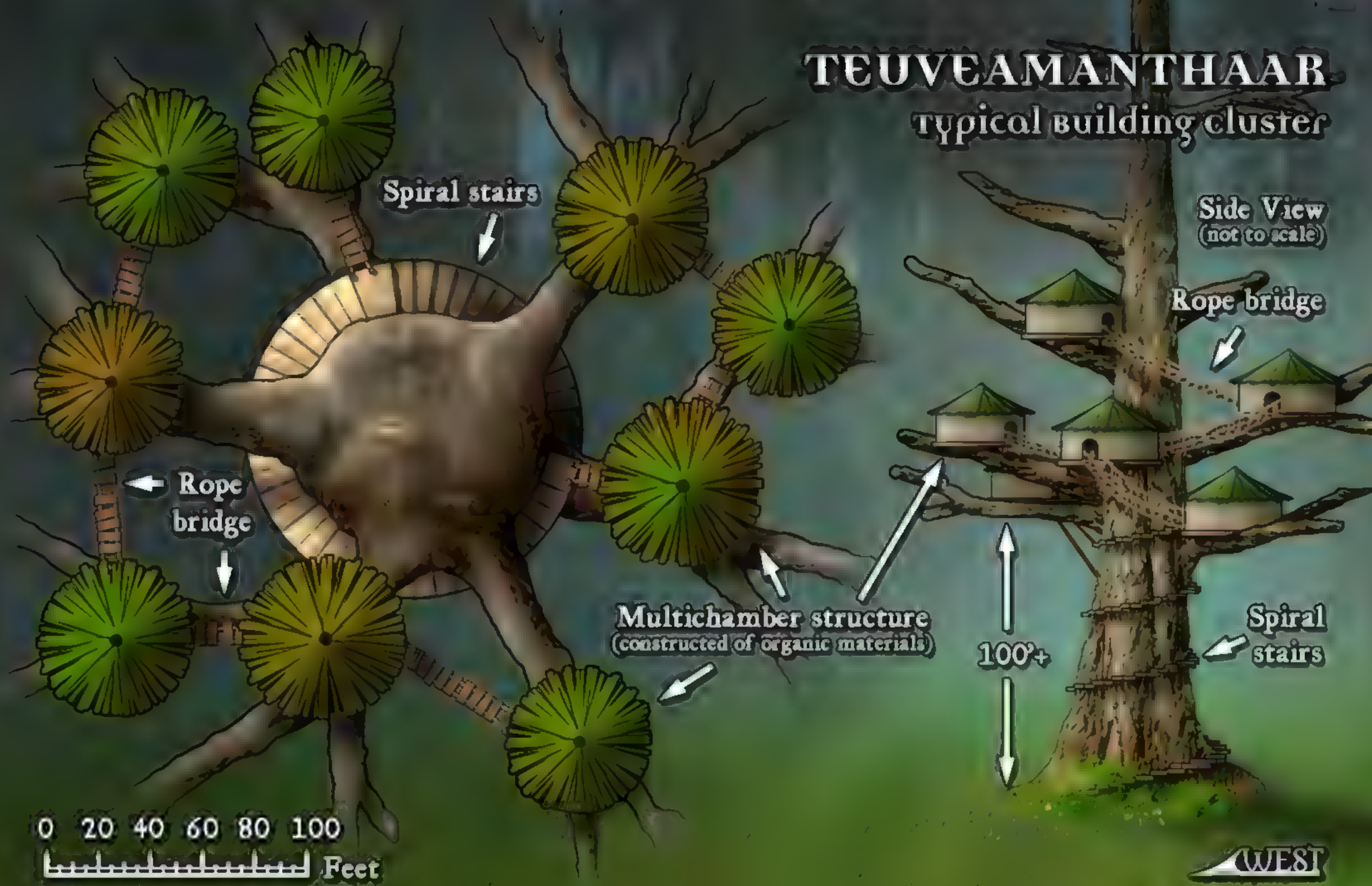
Hall of the Great Web



One square = 5 feet

TEUVEAMANTHAAR

typical building cluster



Spiral stairs

Side View
(not to scale)

Rope bridge

Rope
bridge

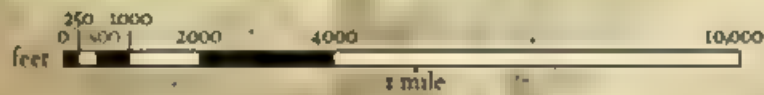
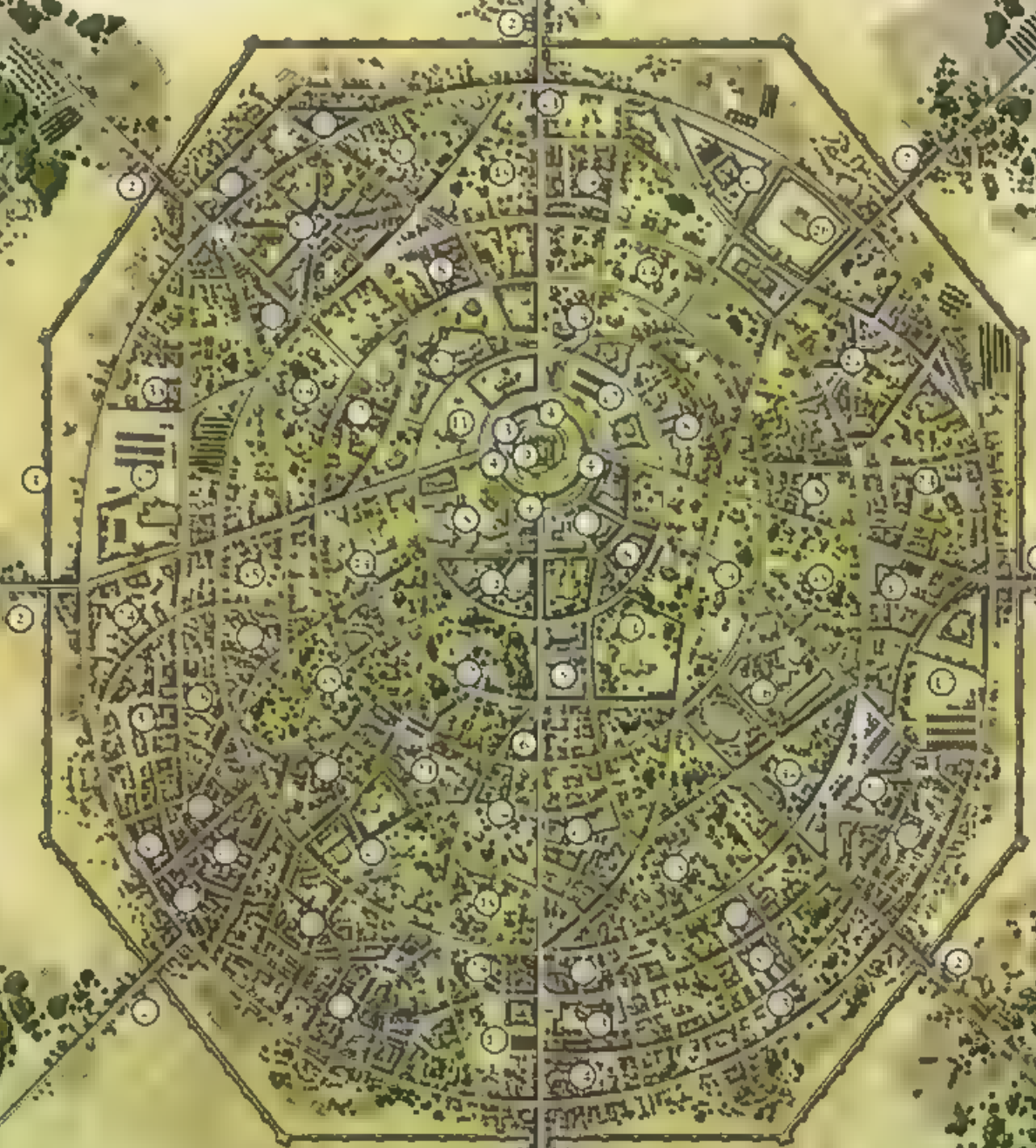
Multichamber structure
(constructed of organic materials)

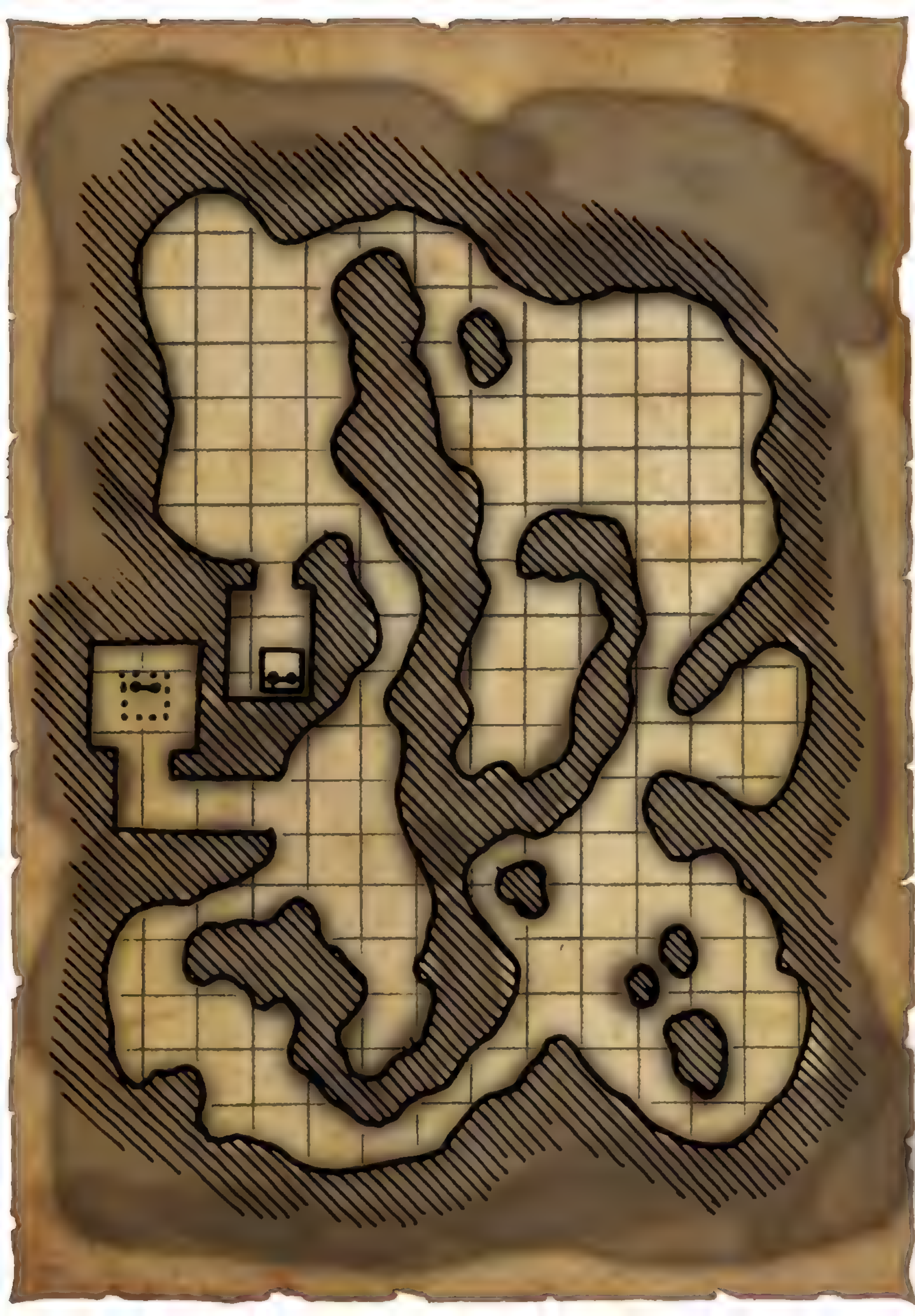
100'+

Spiral
stairs

0 20 40 60 80 100
Feet

Kaddastrei

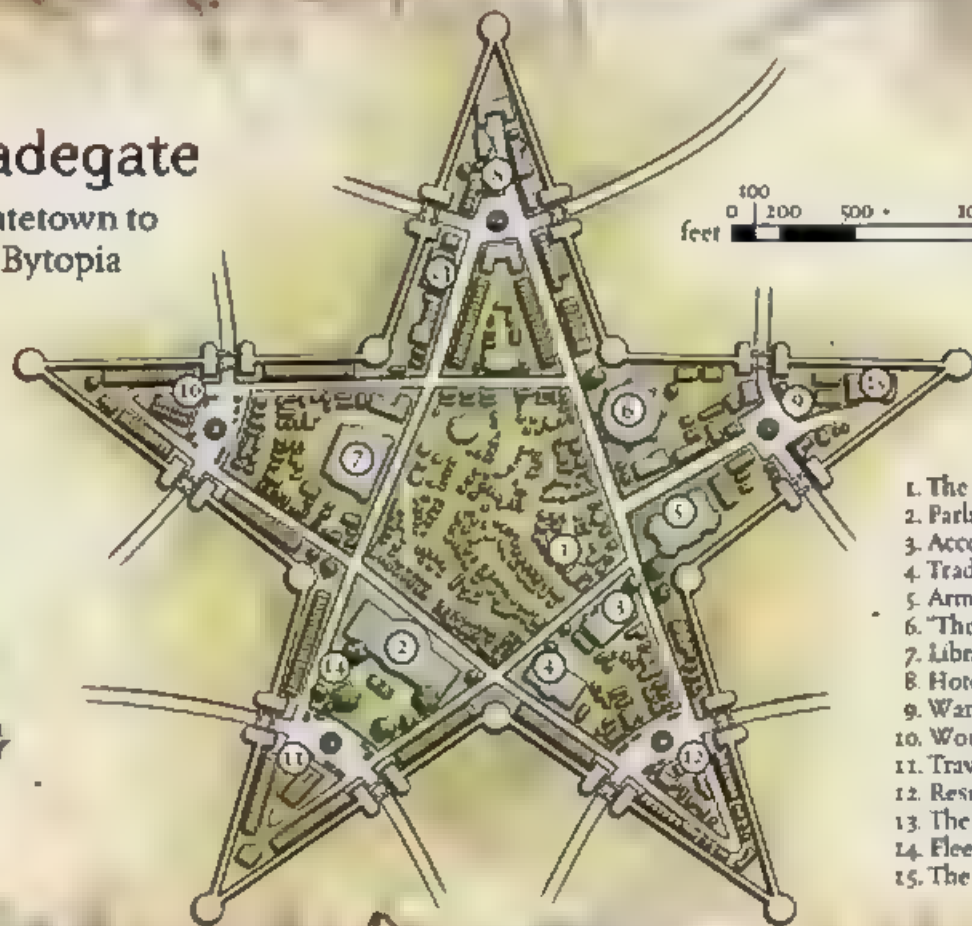




Tradegate

Gatetown to
Bytopia

100
0 200 500 1000 2000
feet



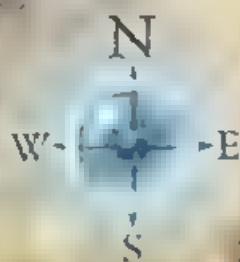
1. The Grand Bazaar
2. Parliament
3. Accounting House
4. Trademull Mint
5. Armory
6. "The Gold Guard" city barracks
7. Library
8. Hotel district
9. Warehouse district
10. Workers' district
11. Travelers' district
12. Residents' district
13. The Golden Hound Inn
14. Fleetwater Park
15. The Workhouse

Eternal Vortex

One square = 5 feet

To
surface

To surface



Dragon Lair

One square = 5 feet

- 1 Main entrance
- 2 Spare chamber
- 3 Mundane storage
- 4 Guard house
- 5 Guest chamber
- 6 Antechamber
- 7 Hoard vault



Dragonback Mountain

◇ . 500 feet

To Threskel

Caldera

To Unther

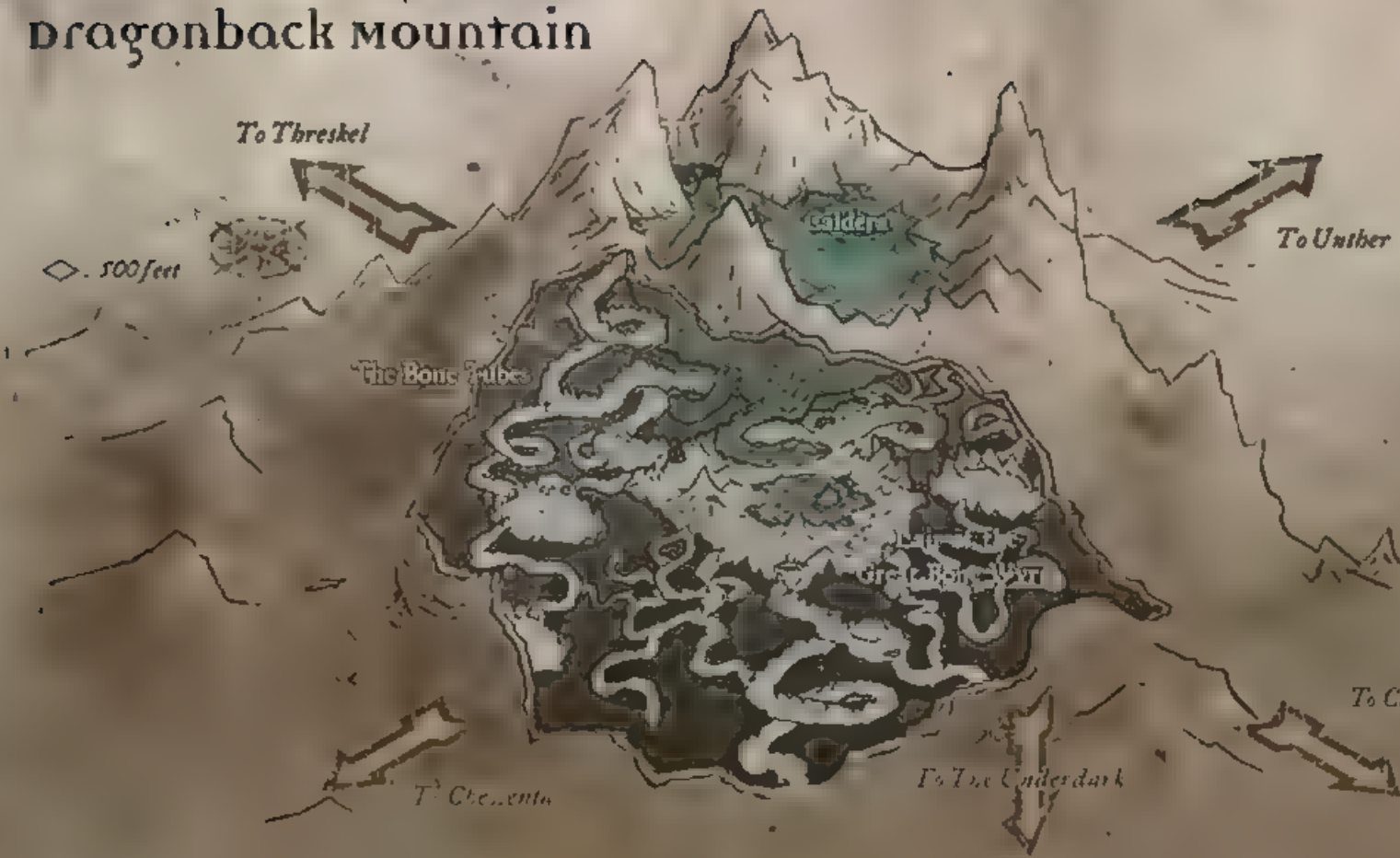
The Bone Tubes

Dragonback
Great Bone Vault

To Chessenta

To Chessenta

To The Underdark

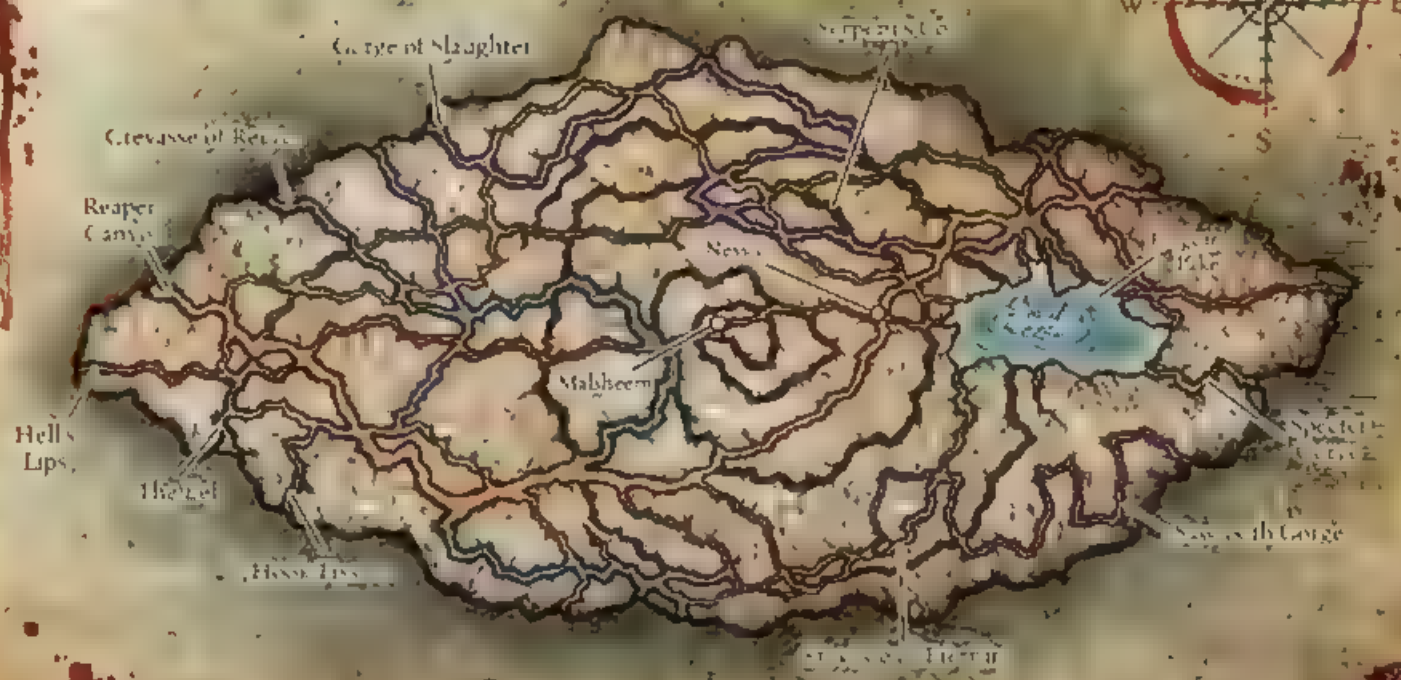






Nessus (Surface View)

0 50 100 200 300
miles



SHADOW HOUSE

71

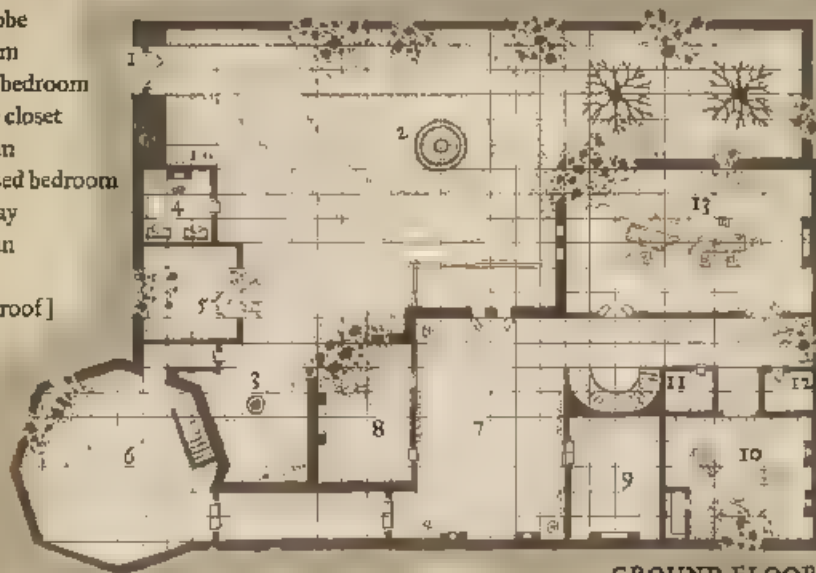
1. Gate
2. Ornate fountain
3. Stone wall
4. Smithy
5. Stablehouse
6. Tower
7. Main hall
8. Parlor
9. Smoking room
10. Kitchen
11. Garderobe
12. Storage
13. Dining hall
14. Upstairs hallway
15. Master bedroom
16. Library
17. Study
18. Secret workroom
19. Garderobe
20. Bedroom
21. Ruined bedroom
22. Storage closet
23. Bedroom
24. Collapsed bedroom
25. Causeway
26. Barbican
27. Tower
[hole in roof]

- Strong wooden door
- Window [smashed]
- Arrow slit
- Suit of armor
- Tapestry
- Fireplace
- Chair
- Table
- Toppled chair
- Well
- Wardrobe shelf

One square = 5 feet



UPPER FLOOR



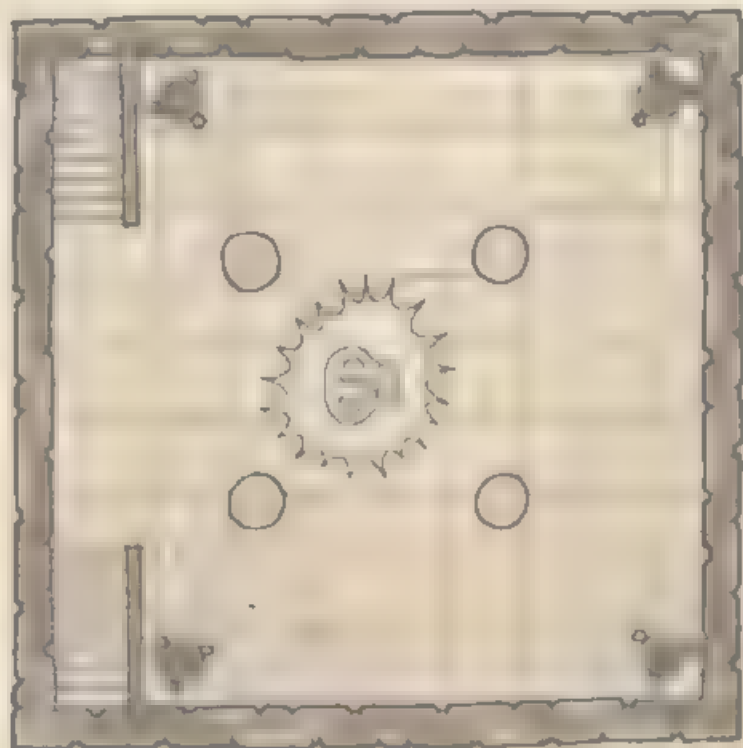
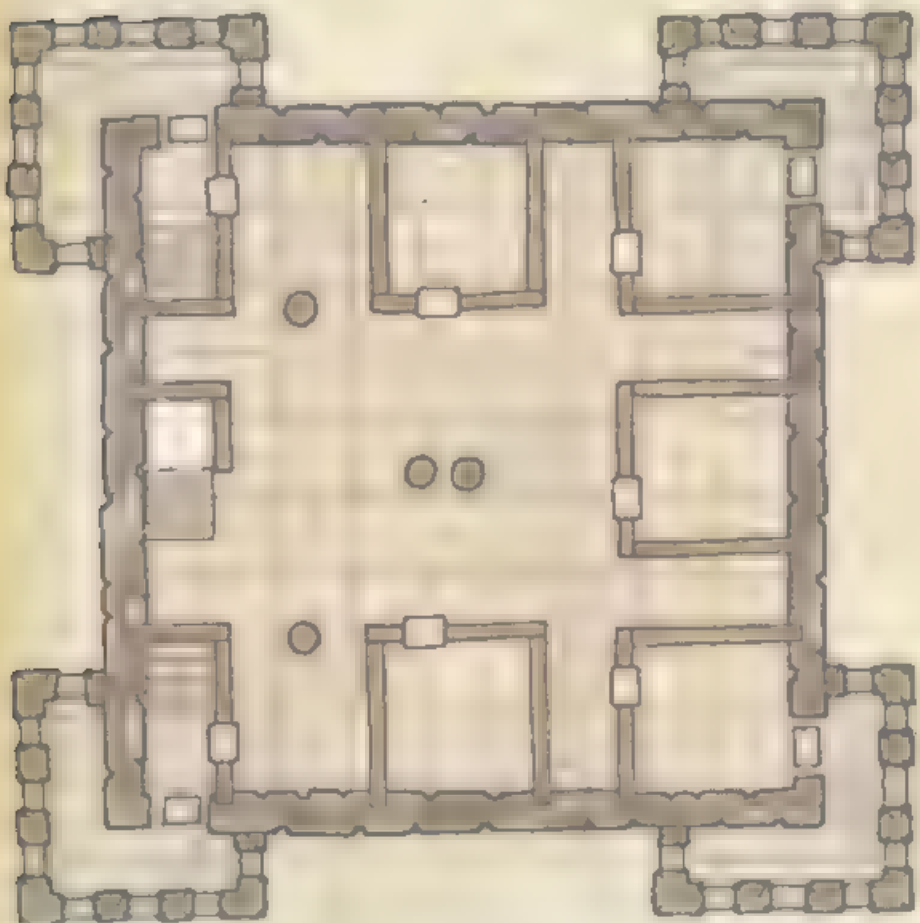
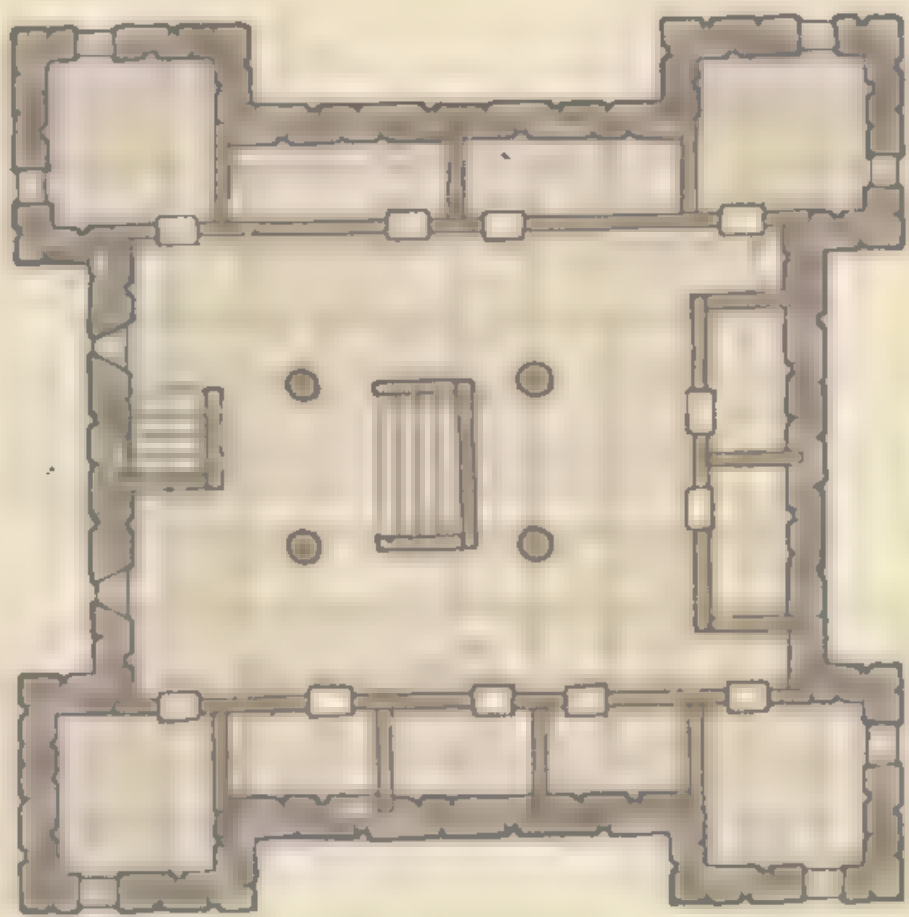
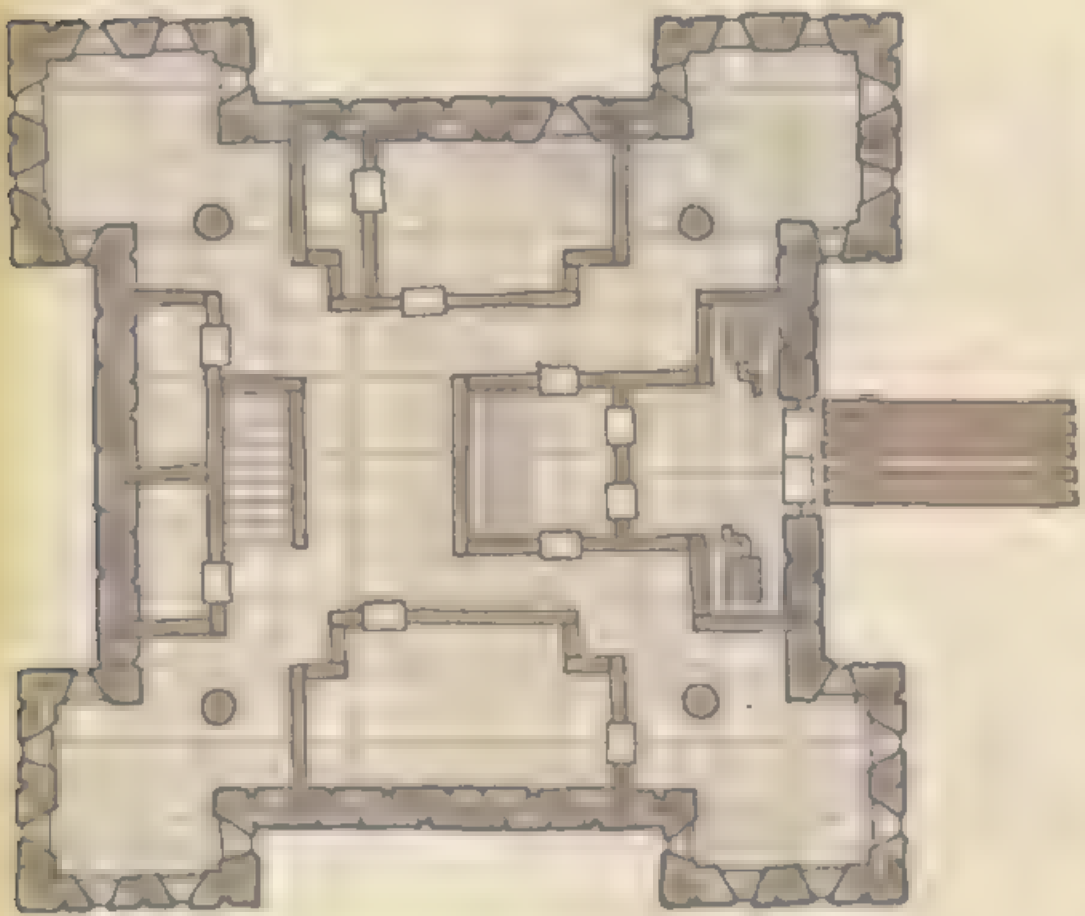
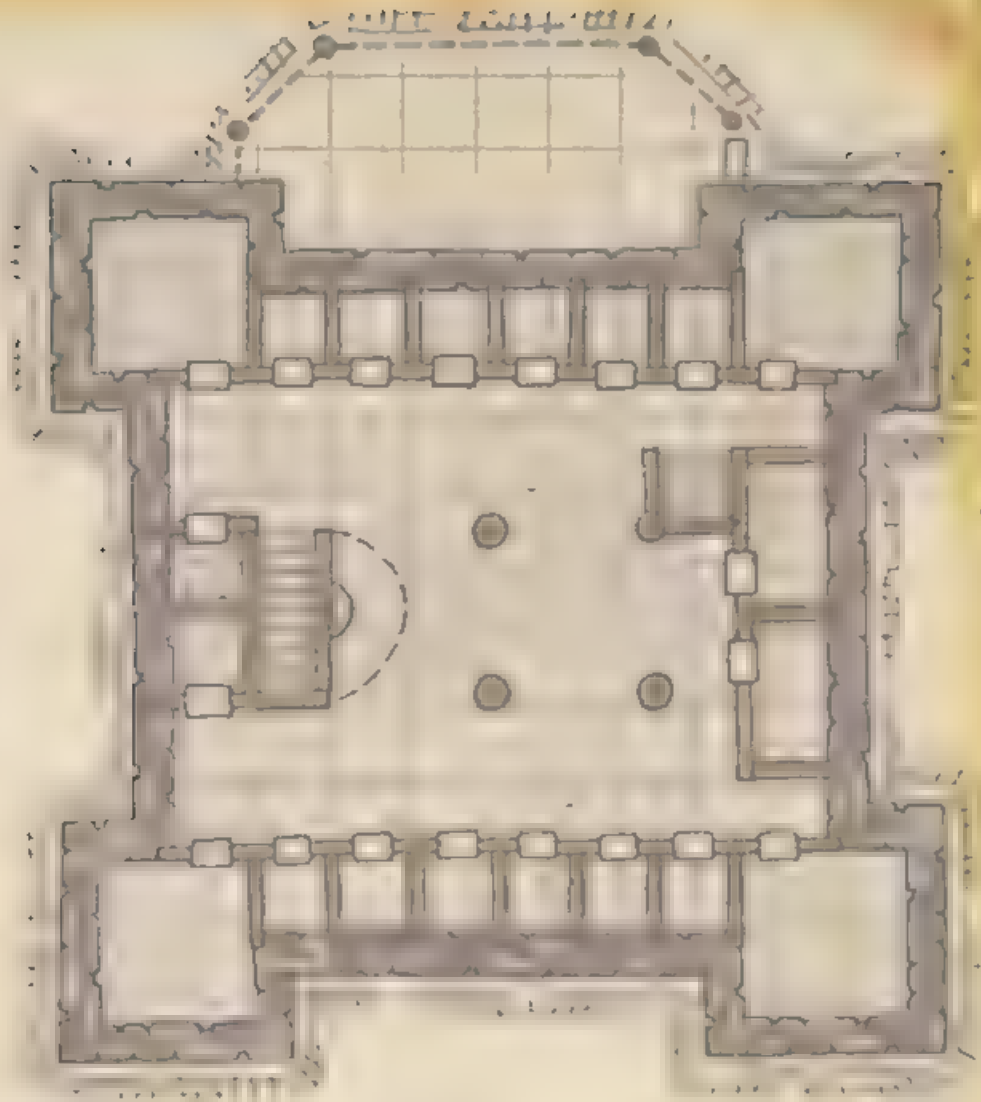
GROUND FLOOR



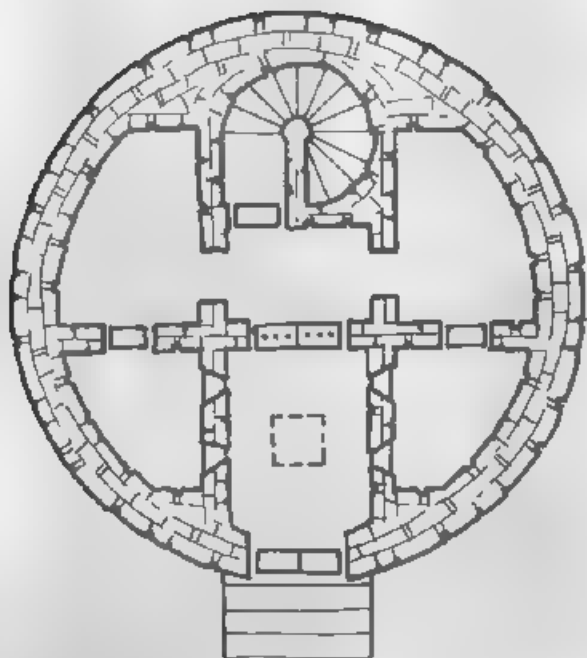
N



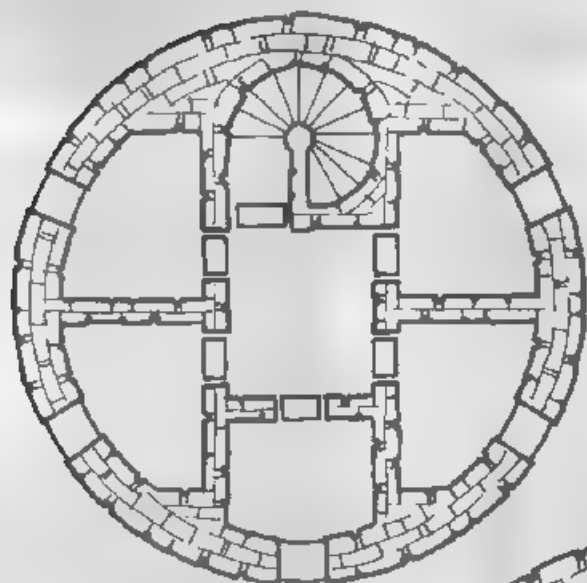
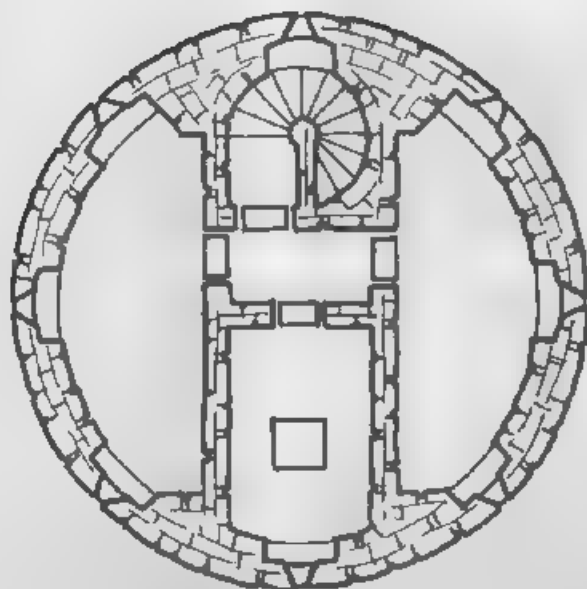
One square = 10 feet



1

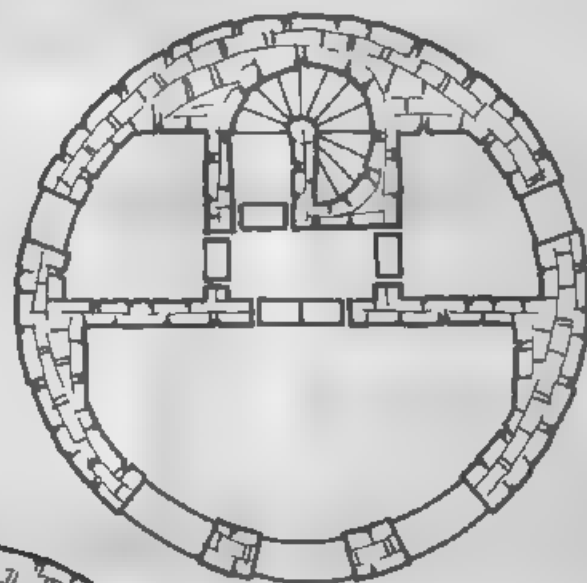


2

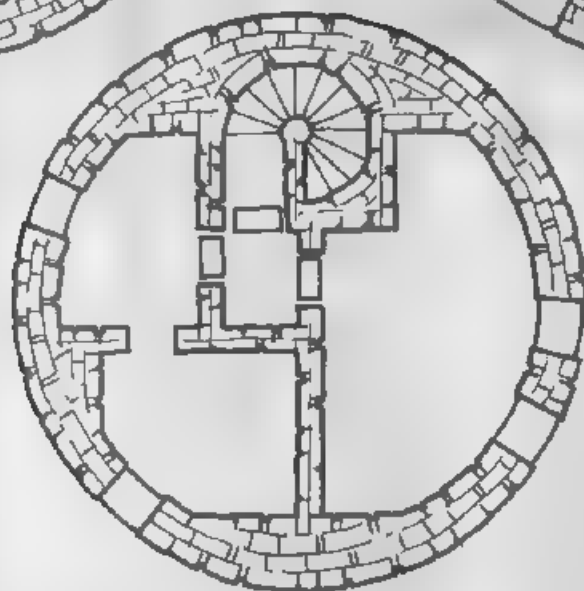


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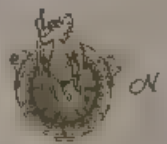
5



4



Tower



HALL OF THE FIRE GIANT KING

SECOND LEVEL



ONE SQUARE=10 FEET

SHENDILAVRI

The Fields of Harmony

Miomanta

Shudderwall

The Six
Sacred Pools

The Scarlet Sea

The Puzzling Hedge

Rivenheart

Istancian

Elluvia's Arch

The Reckless
Coast



HILL GIANT STRONGHOLD

UPPER LEVEL



ONE SQUARE=10 FEET

Ancient Temple

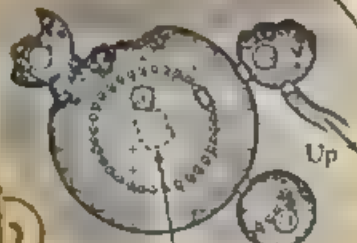
One square = 5 feet



Upper Floor

Ground Floor

Lower Floor

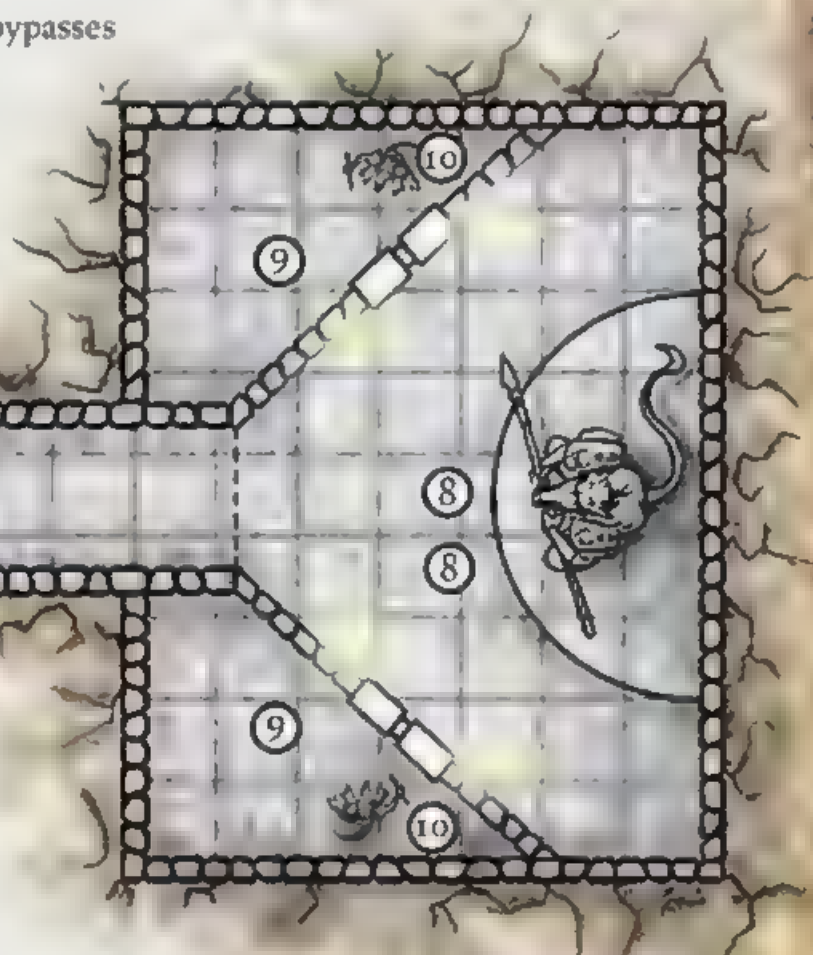


Hole in ceiling



①

6. Caltrops fixed into floor (from here to end of hallway, halving speed bypasses)
7. Fusillade of darts trap (using Dexterity to dodge prompts caltrop attack)
8. Reduce person and gust of wind trap (falling prone causes 1d8 caltrop attacks on floor)
9. Sconces trap (must light in correct order to open treasury or burning hands)
10. High-level kobold adepts (with a wand of scorching ray each)



Keep Doors

Keep

Heavy
Trebuchets

Gate
Controls

Main
Gate



STRONGHOLD GATE

One Square = 5 Feet



Shining Plains

The Wetwoods

Osraun Mountains

Aphrum Mountains

The Vilbon Reach

Nun

Rushing Hills
Deepwing Mountains

Tulhospyr

Murpeth

Spines of Surkh

Surkh

Ulkan

Elupar

High Valley of Ospkur

Lachom

Nimpeth

Mount Ugurth

Aelor

Amah

Nleeth

Hlondeth

Arrabar

Mimph

Mussum

Samra

Iljak

Fields of Nun

Orbrech

Timindar

River Nun

Sbalane Lake

The Deepwash

Churning Bay

Chondath

The Chondalwood

Cloven Mountains

Cloven Mountains

Sespech

Wintercloak River

The Winterwood

Vale of the Reaver

Thornwood

Serpents' Holding

Naga Plains

River Arran

Eldbulder

Golden Plains

The Nagalands

Nagarr

Ankhwood

Ankhapur

Yhep

Dalelost

Corsairs' Enclave

Shipwreck Neck

Firesteap Pass

Firesteap Mountains

Lake of Steam

Raging Reef

The Duskwood

The Arnrock





Theurgeme

Engine Room

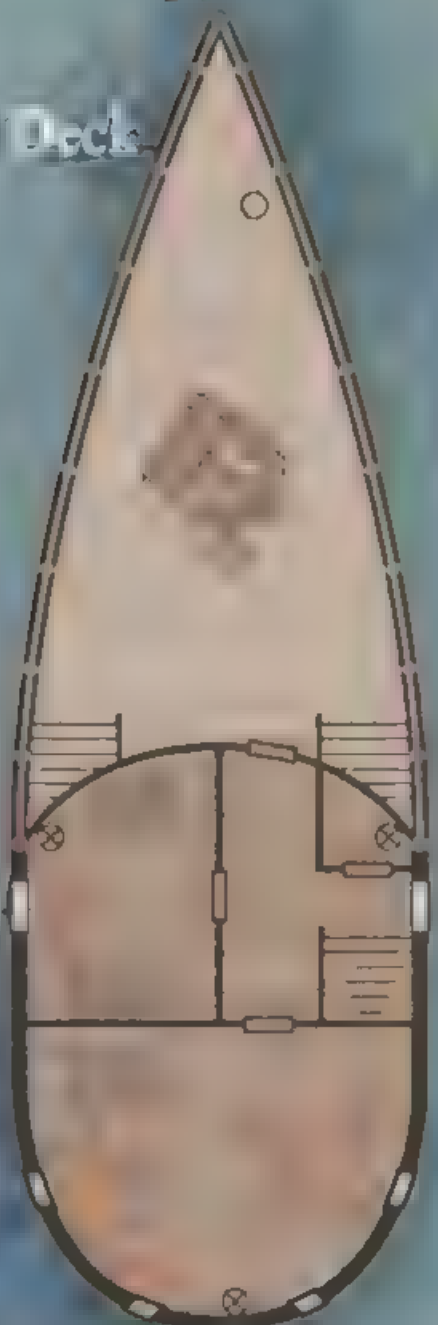
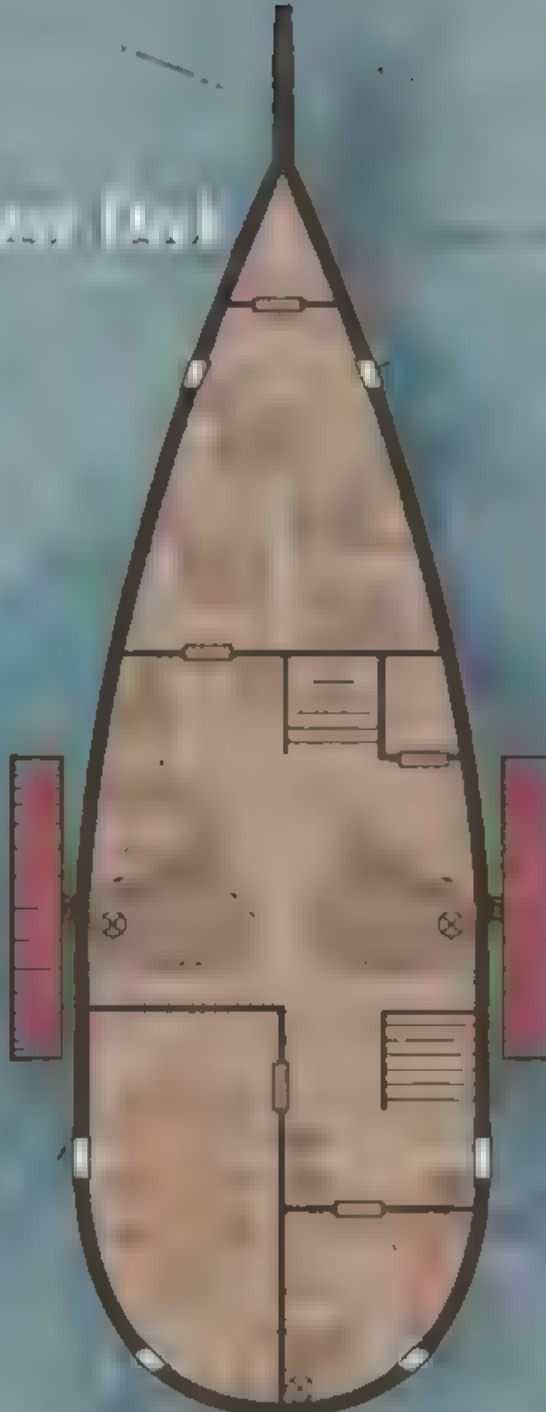
Main Deck

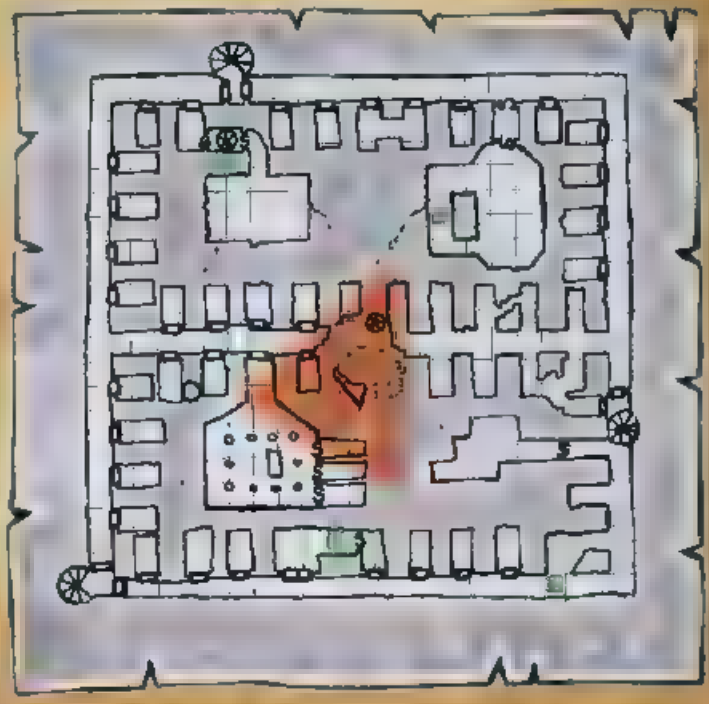
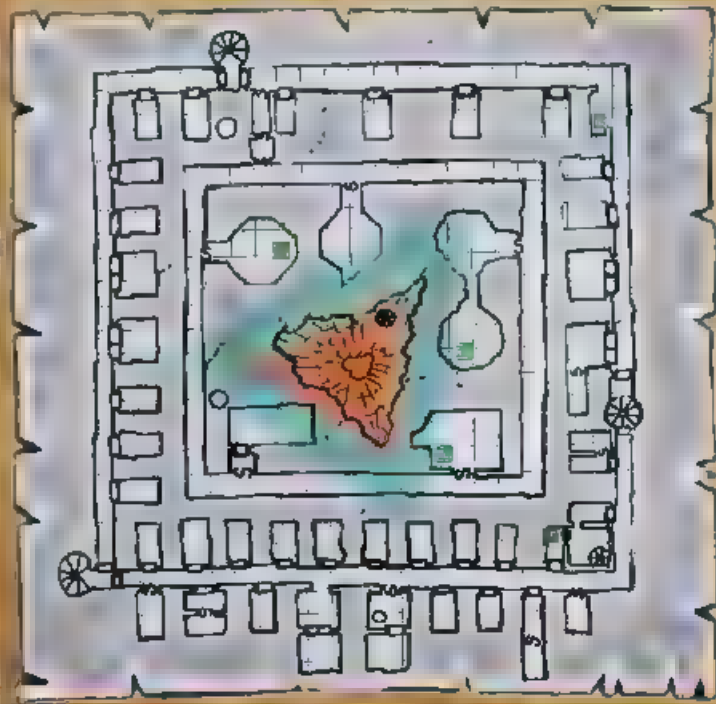
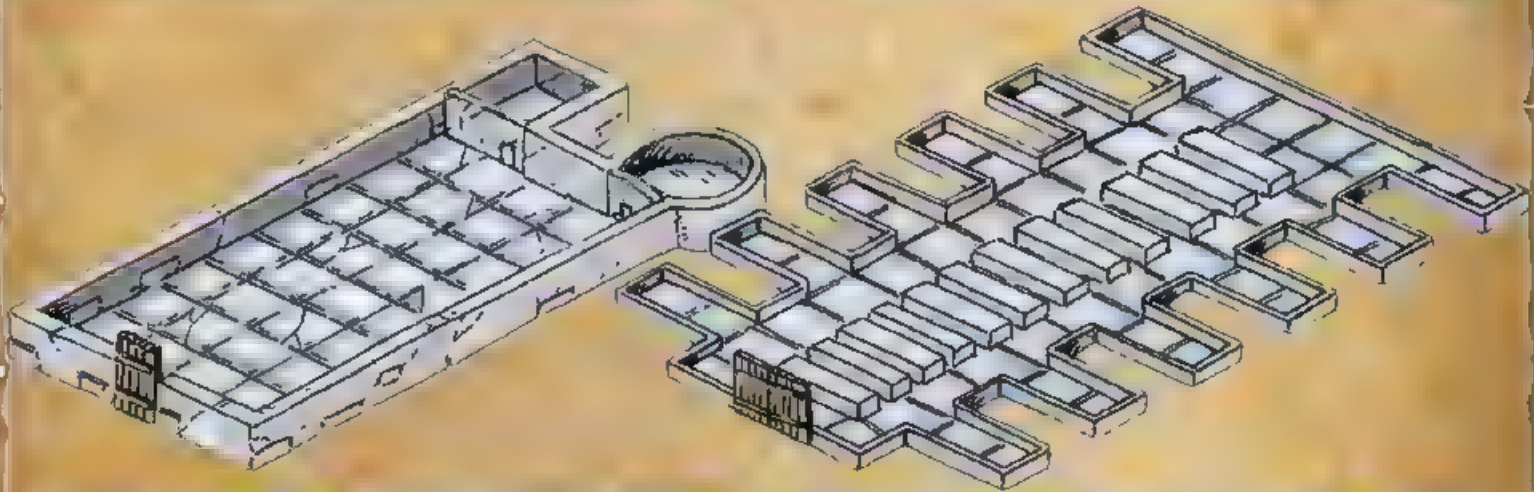
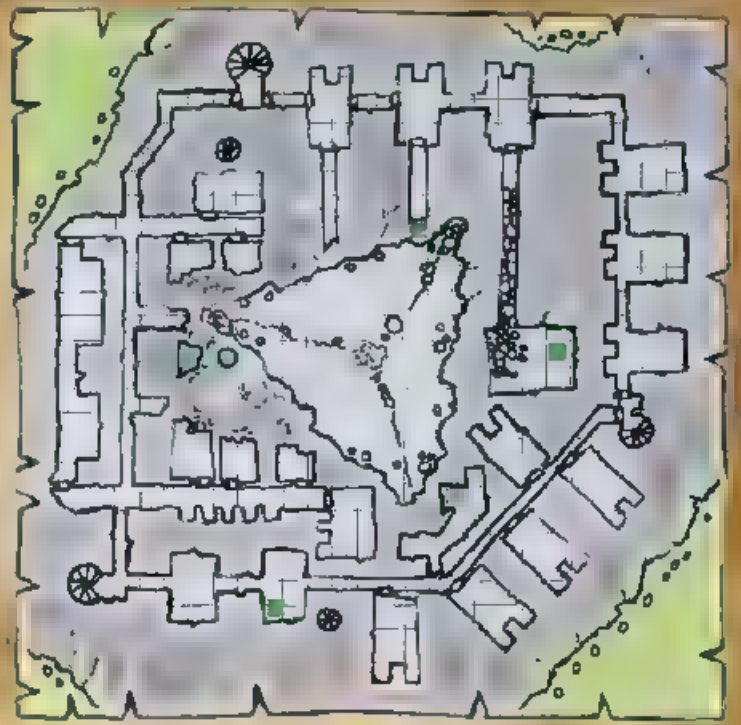
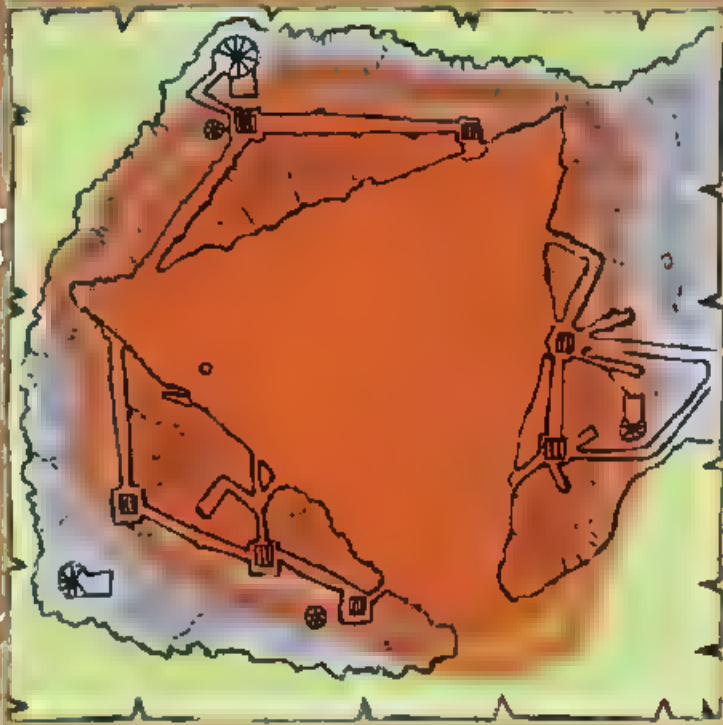
5 ft.

Steps Up		Chimney	
Steps Down		Hawsepipe	
Mast		Anchor	
Door		Catapult	
Cask		Porthole	
Cargo		Ship's Wheel	
Stove		Rail	
Shelf/Table		Paddlewheel	
Chair		Steam Engine	
Bank		Furnace	
Hatch			

Engine Room

Engine Room

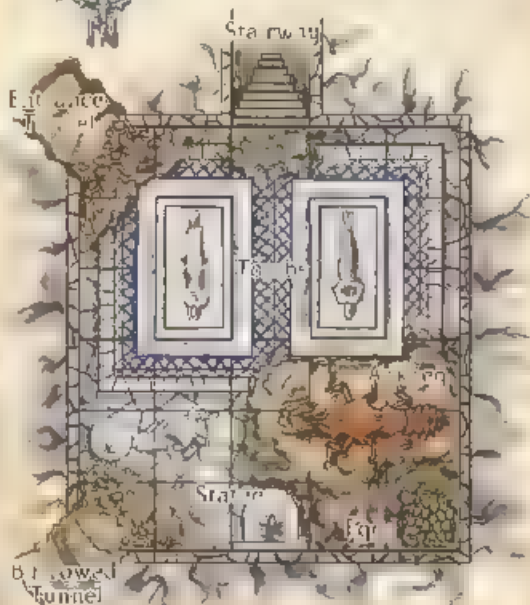






Tomb of Ankheg Eggs

One square = 5 feet

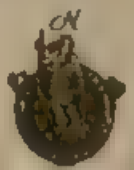


The Hag Caverns

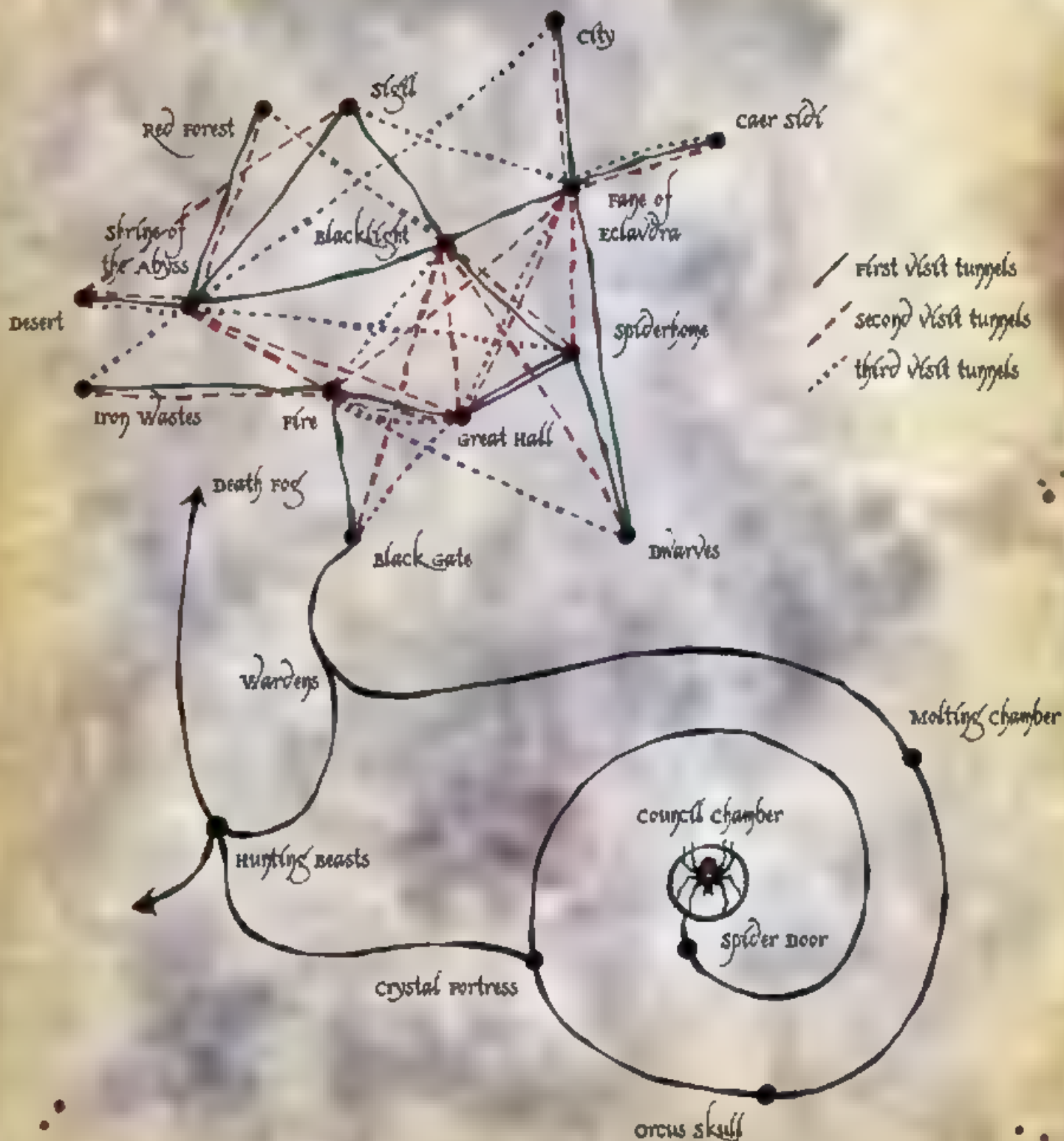








The Demonweb



MHOLOR DURINHAL

overhead view



KEY

- 1 Entrance
- 2 Guardians
- 3 Colonnade
- 4 Shrine

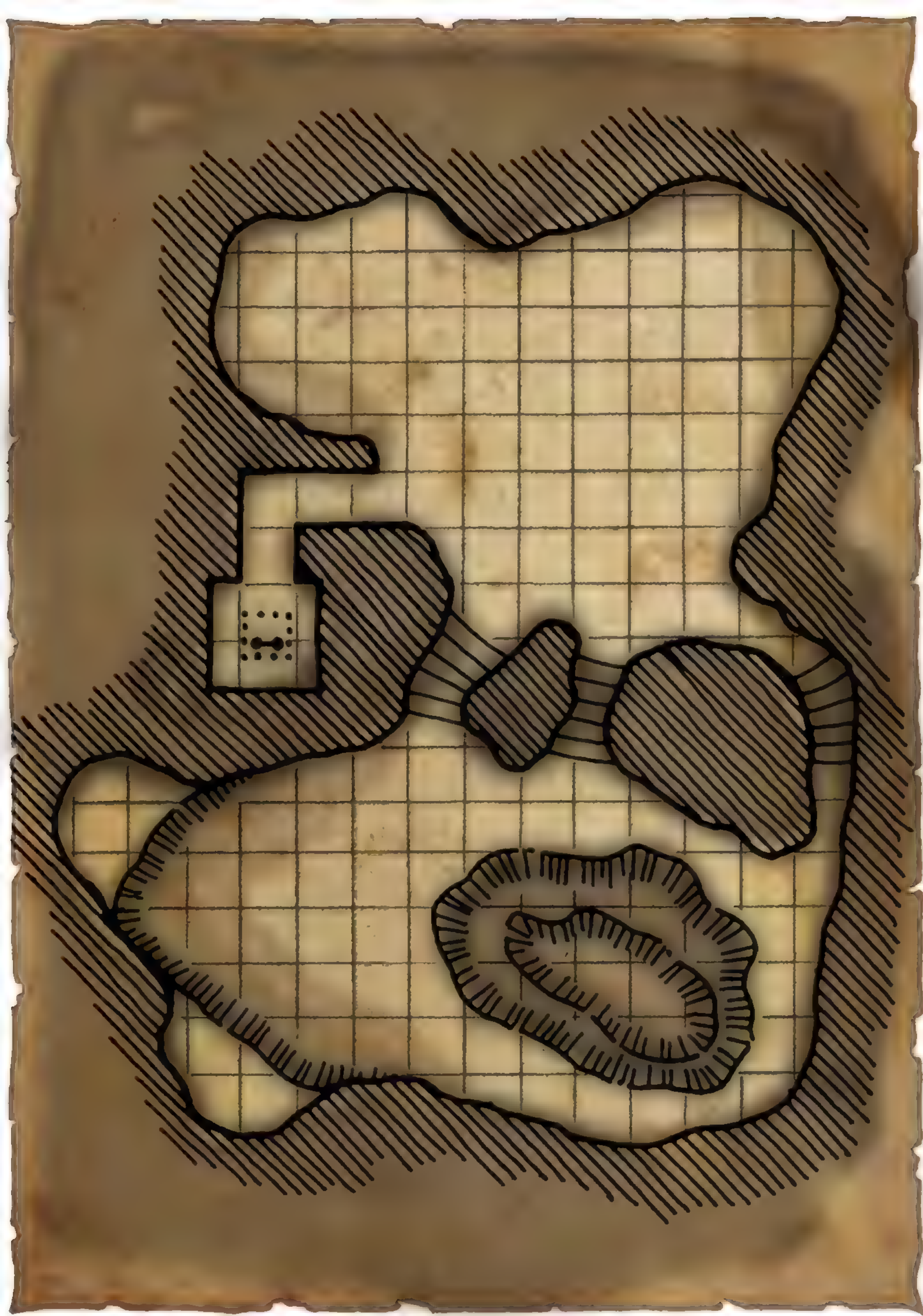
side view



Blackwall



feet 0 100 250 500 1000



Rebel Camp in Ruined Temple

One square = 5 feet

Escape tunnel
to sewer

Commander's
scaffold

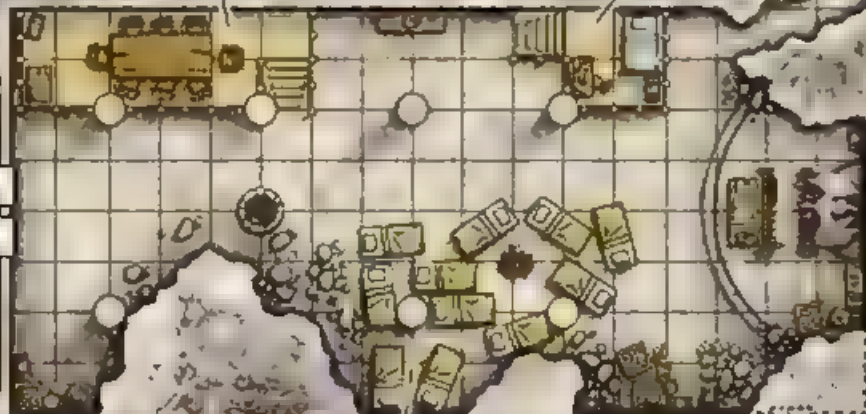
Meeting scaffold

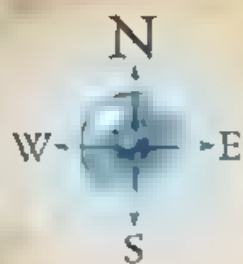
Trapped
entry

Guard post

Sleeping area

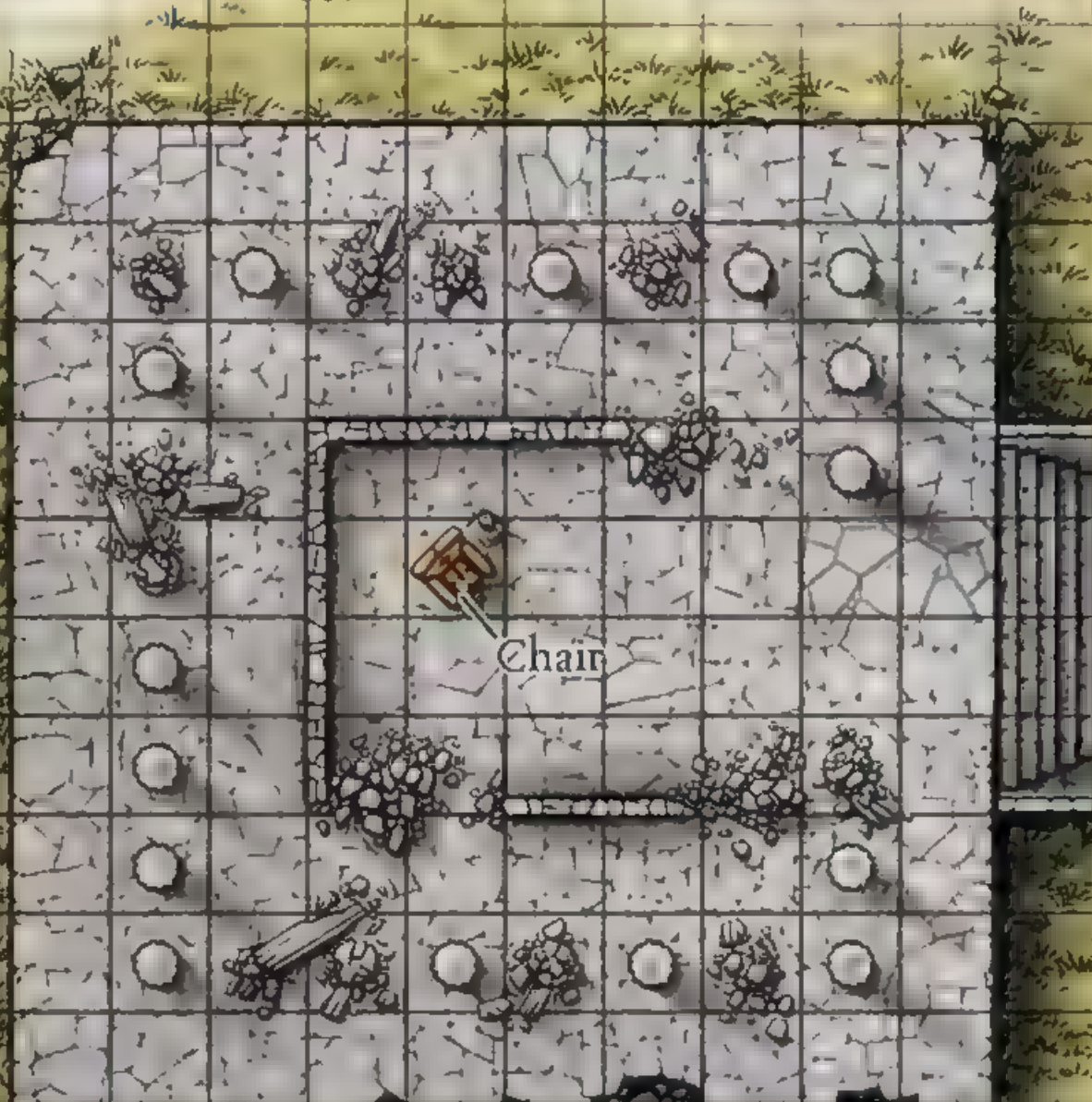
Buried door to crypt

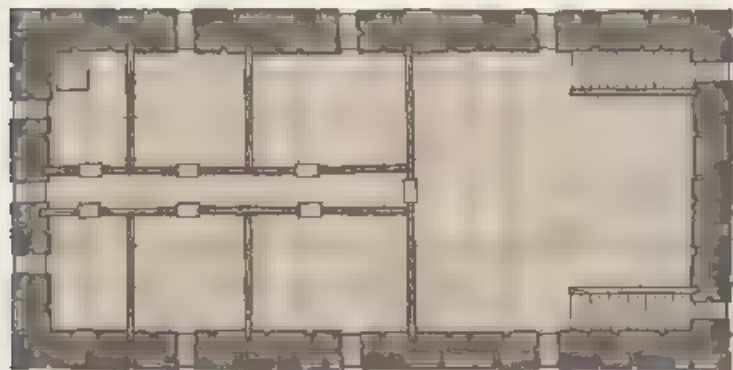


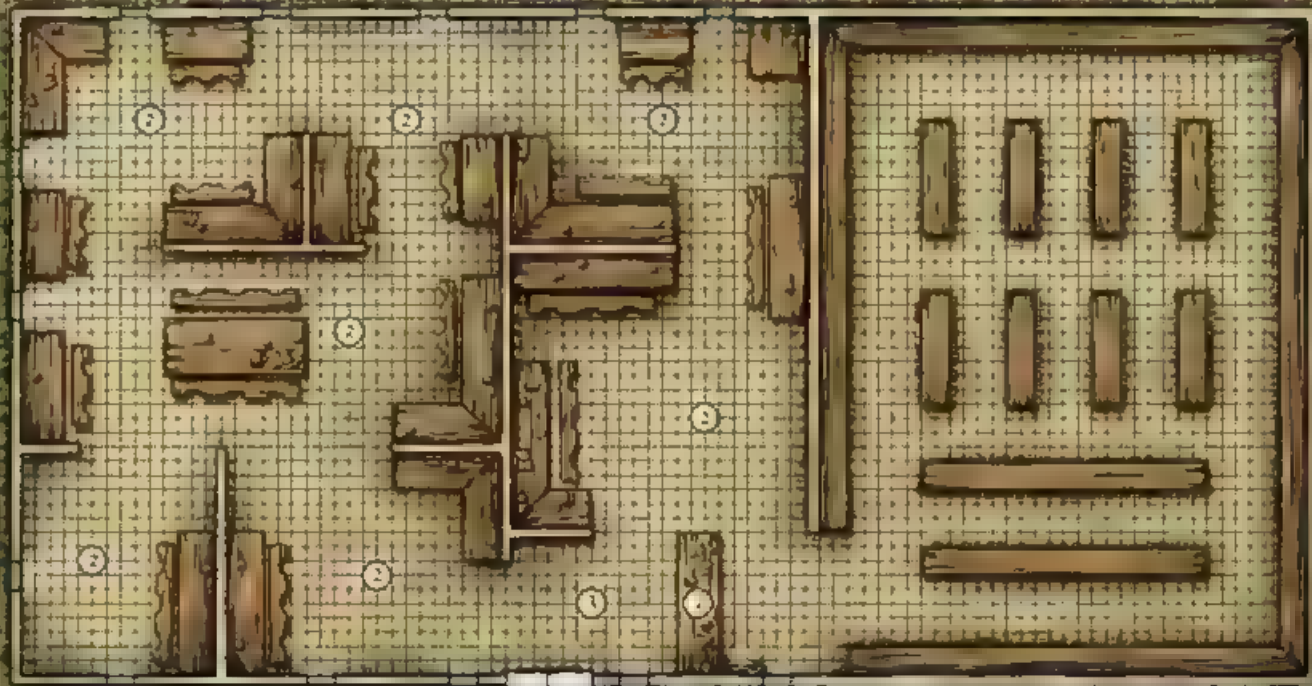


Boccob's Reading Room

One square = 5 feet







Dragon Library

One square = 5 feet

- 1 Front desk
- 2 Sitting reading room
- 3 Lobby

The Altar of scales







TASHYVAR ISLANDS

THE
TASHANA
TUNDRA

WHITE
SEA

TOIR
KIVUIN

SEA OF
RAGE

DOR MAIEFR

NUI AKESH

SOKKANTON ULIN

RIEDRA

KIEMWUN

KHAFESH

PYRIN

RHIVAR

BORUNAH

CORVAGURA

MAI-KHREI

SUNYAGR

SYRKARN

KHUNAH

ADAR

AVIHLIS
ISLANDS

TOIR
KIVUIN

LAMECHA

BARREN
SEA

SARLONA

1000

GRAVEYARD

1. Entrance hall
2. Priests' quarters
3. Dining area
4. Library
5. Storage
6. Vestry
7. Funeral chapel
8. Private chapel

9. Mausoleum
10. Vault
11. Lich gate
12. Charnel house
13. Crypt
14. Mass grave
15. Lich wall (4 feet high)

Altar



Brazier



Candelabra



Gravestone



Statue



Pillar



Secret trapdoor



[Search DC17]

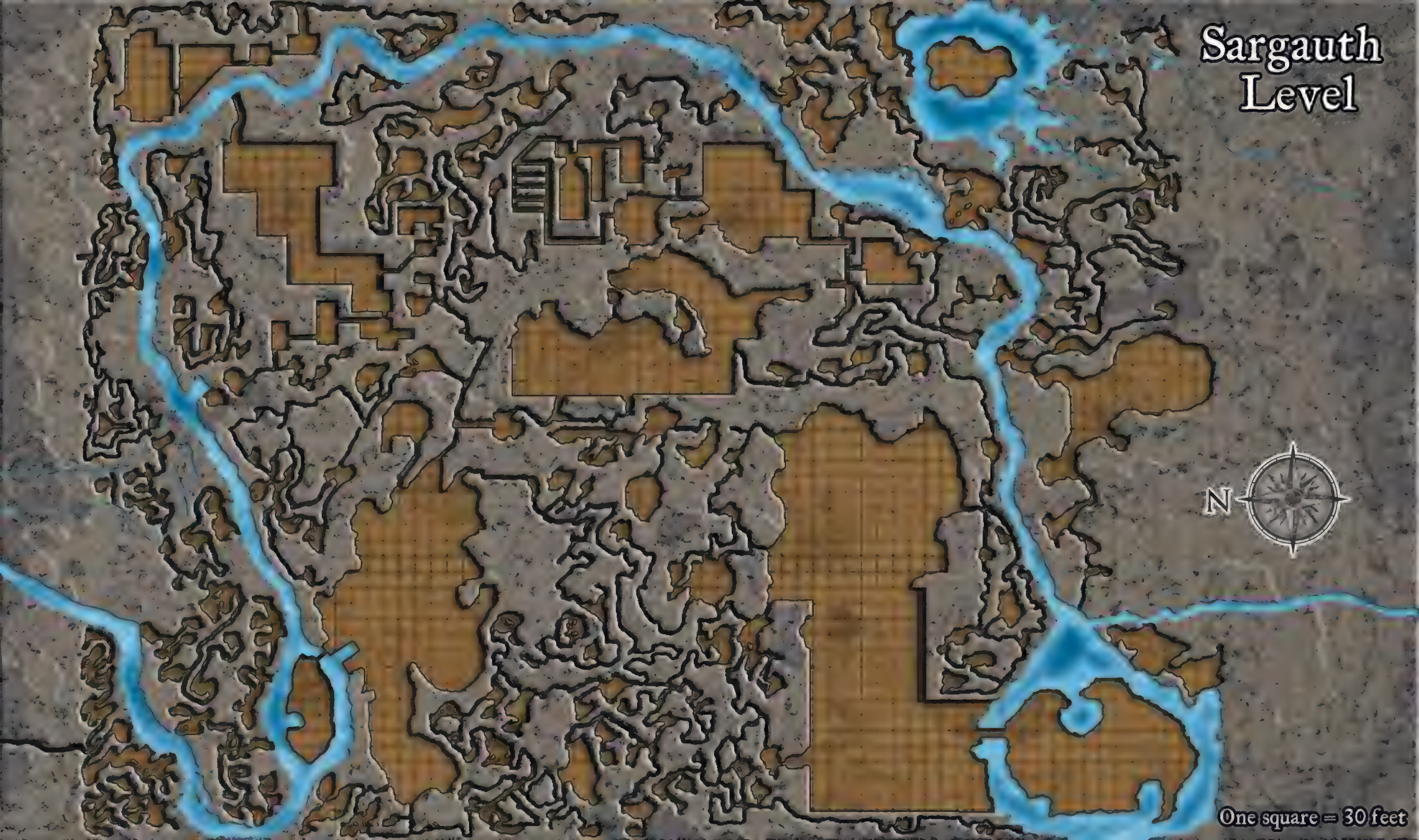


One square = 5 feet

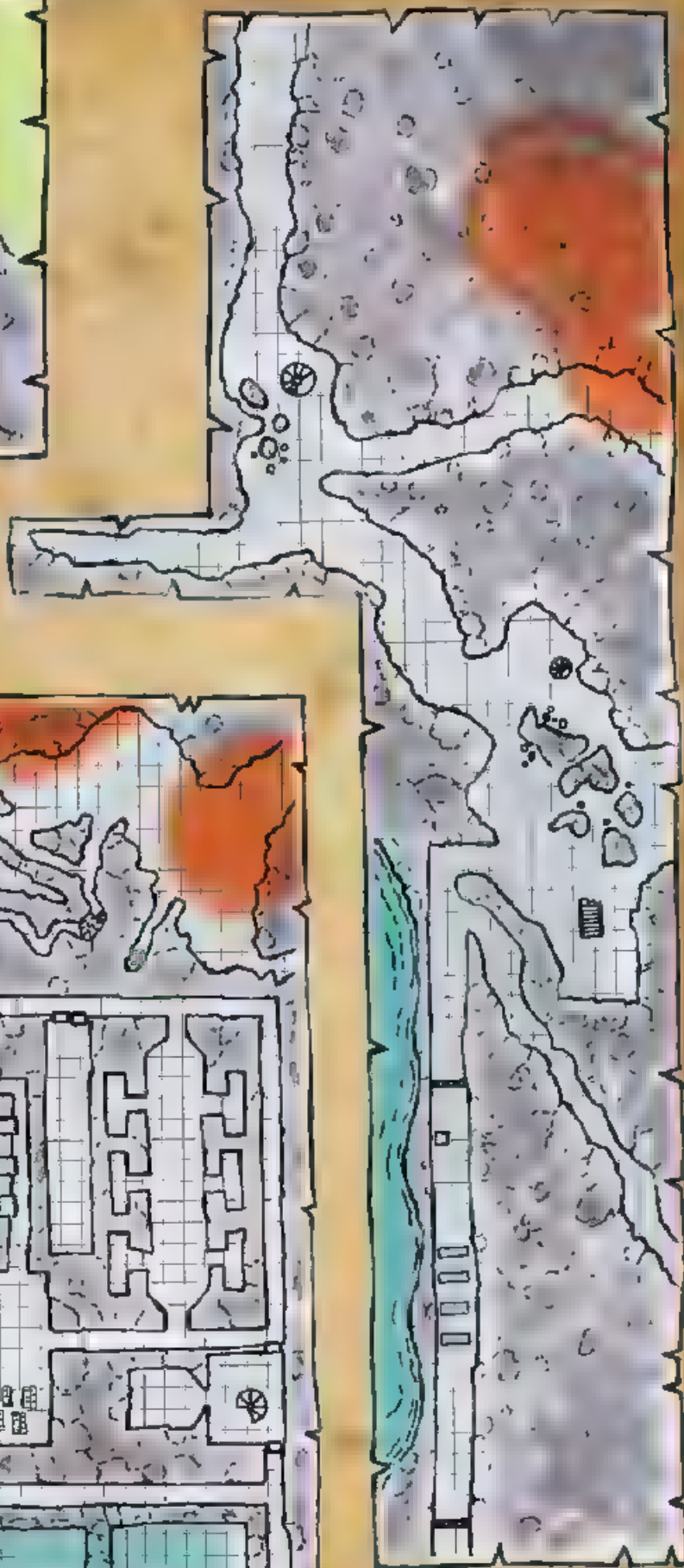
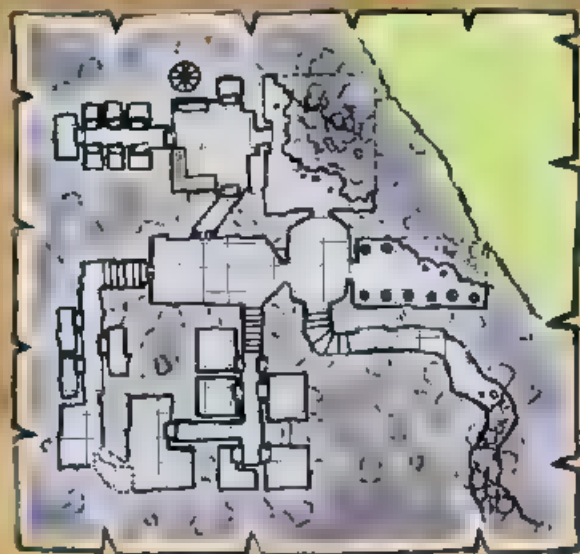
Sargauth Level



One square = 30 feet



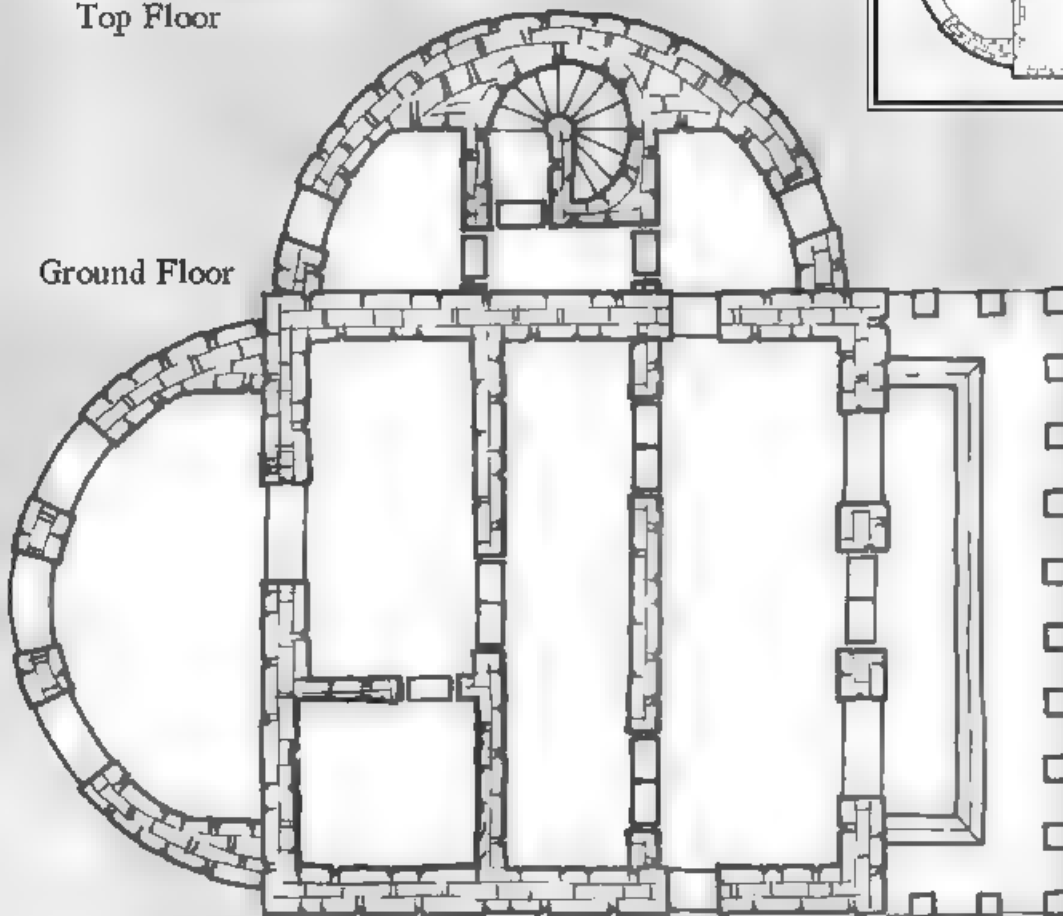




The Keep



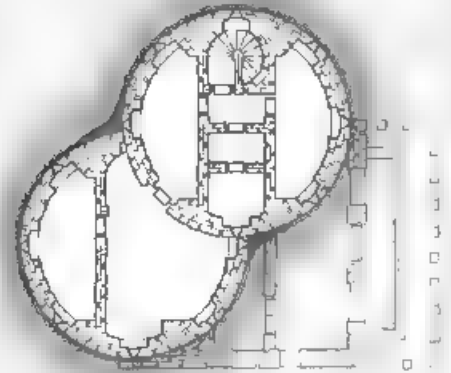
Top Floor



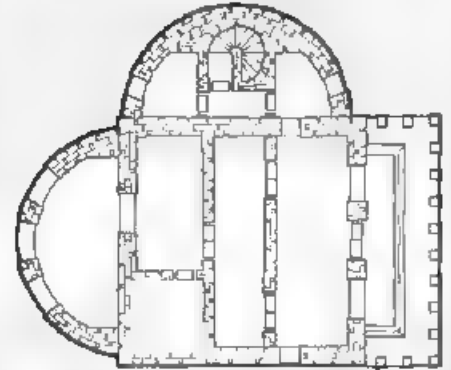
Ground Floor

Description of Elevations

Top Floor



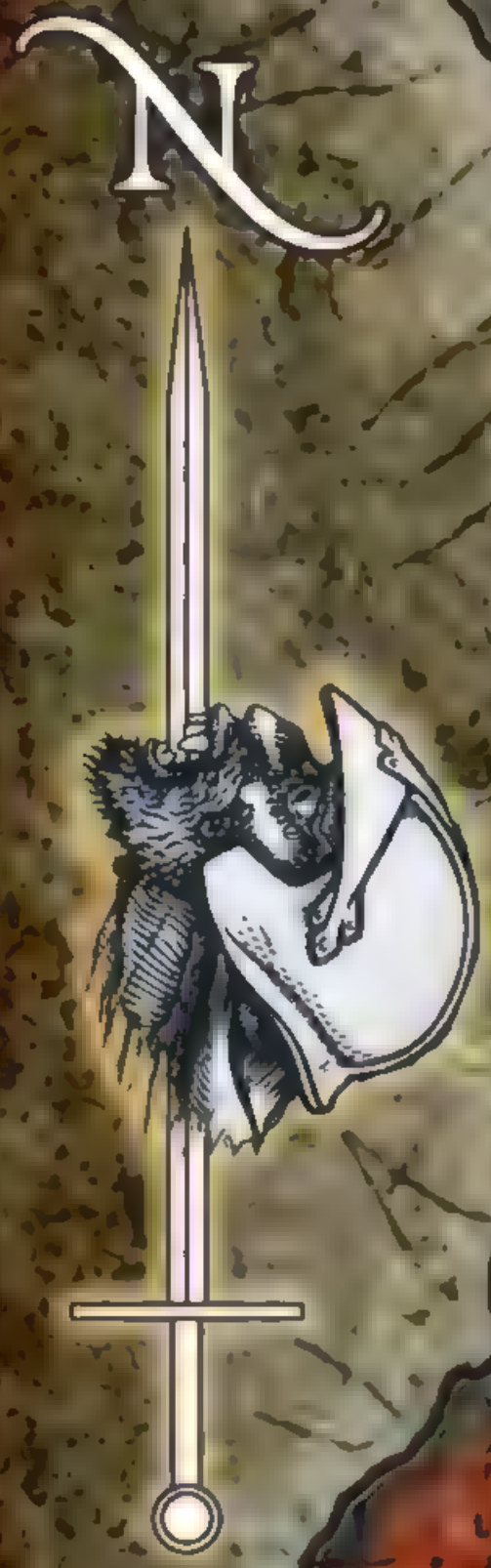
Ground Floor





HALL OF THE FIRE GIANT KING

THIRD LEVEL



ONE SQUARE=10 FEET

FROST GIANT STRONGHOLD

UPPER LEVEL





HILL GIANT STRONGHOLD

DUNGEON LEVEL

ONE SQUARE=10 FEET

Palace of Burning Ice

One square = 20 feet

Level One



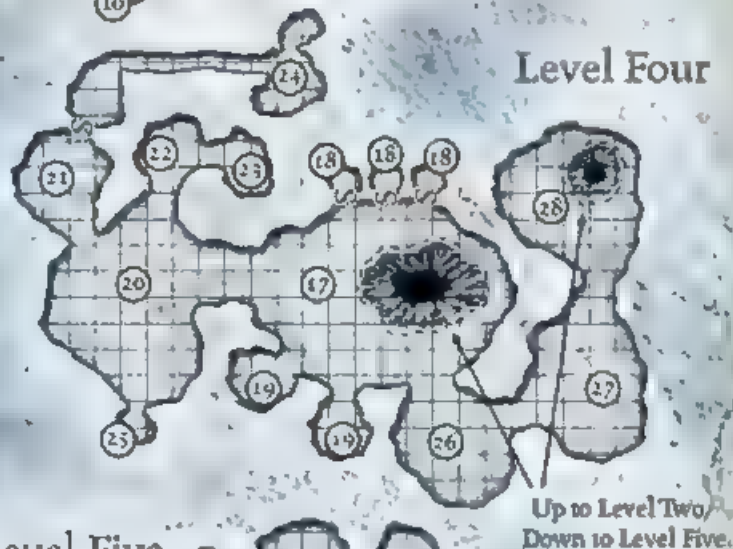
Level Two



Level Three



Level Four



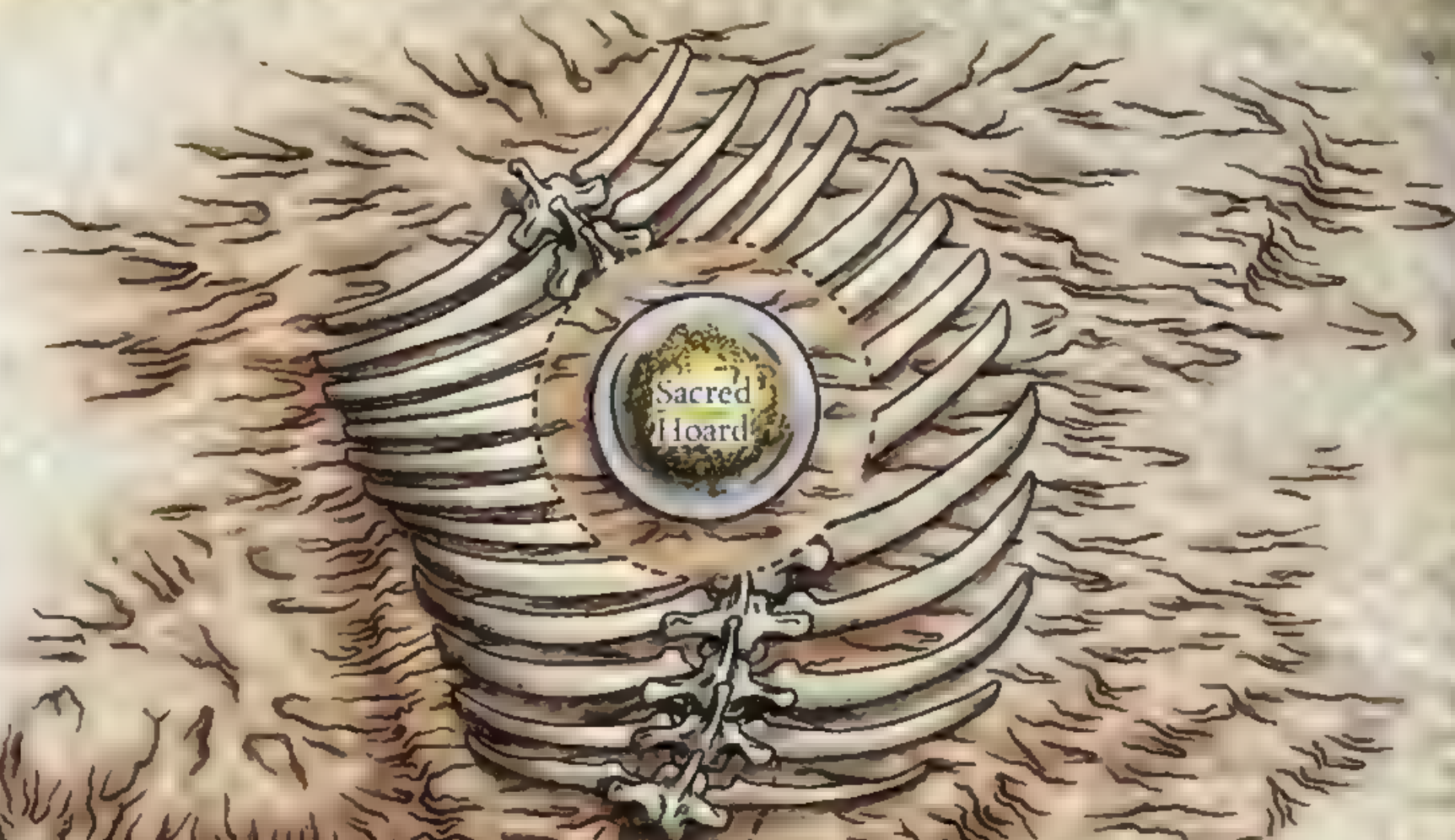
Level Five



Shrine to Io

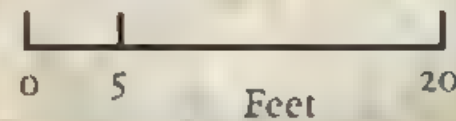


Side View



Shrine

Entrance



INTERCEPT





The Sable Drake

Steps Up		Stove		Hawsepipe		Rail		Weakened Deck	
Steps Down		Shelf Table		Anchor		Trapped Rail		Greased	
Mast		Chair		Ballista		Caltrops		Ejection Trap	
Door		Bunk		Porthole					
Cask		Hatch		Ship's Wheel					
Cargo		Chimney		Boat					



Bilge



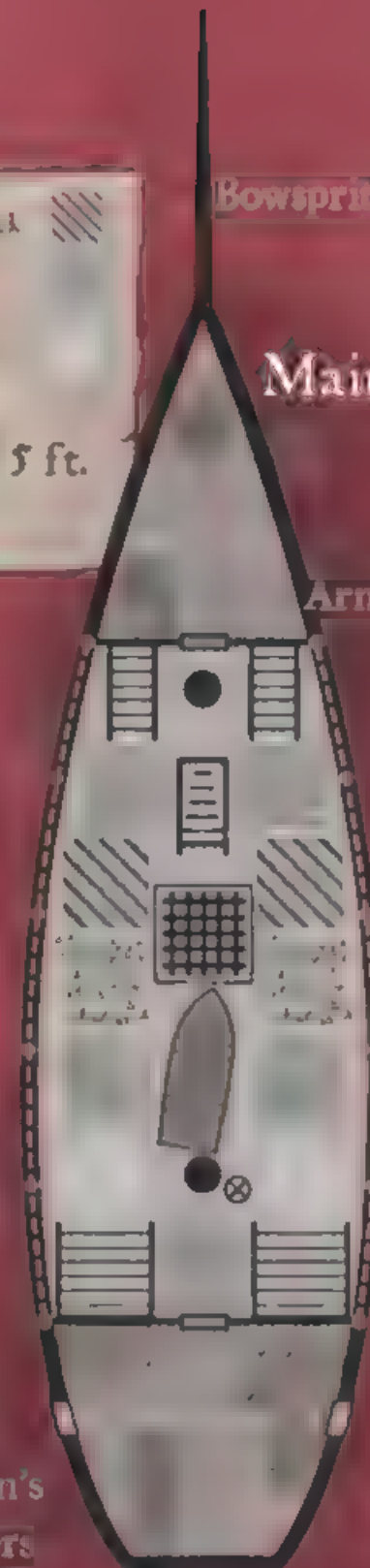
Cargo Hold

Officers' Quarters



Lower Deck

Captain's Quarters



Bowsprit

Main Deck

Armory

Verdams

Foremast

Crow's Nest

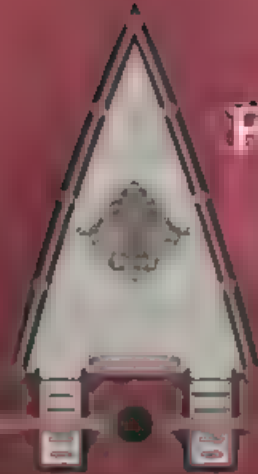
Mainmast

Quarterdeck



Gaff Rig

Pockle



Vampire Lair

One square = 5 feet

Sivart's Coffin

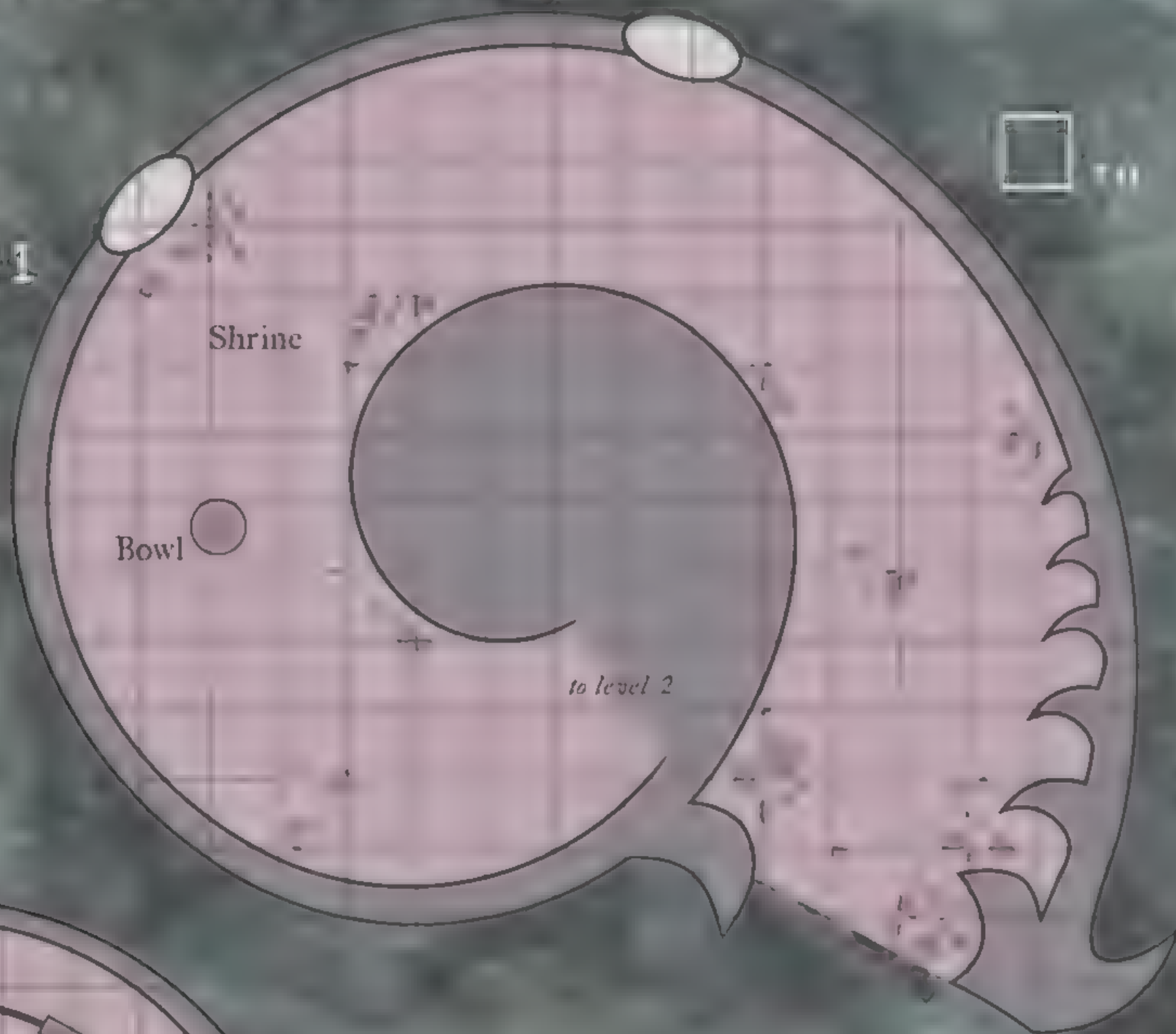


Locked
Chest



Lost Temple Priestesses' Quarters

Level 1



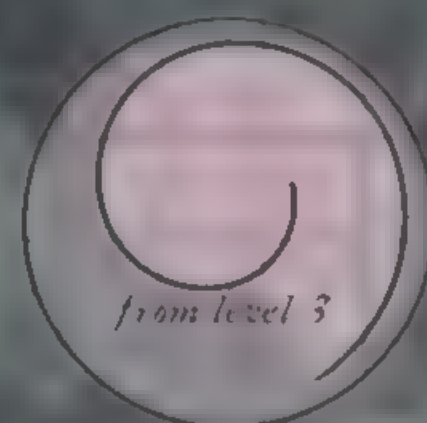
Level 2



Level 3



Level 4



Sutulak

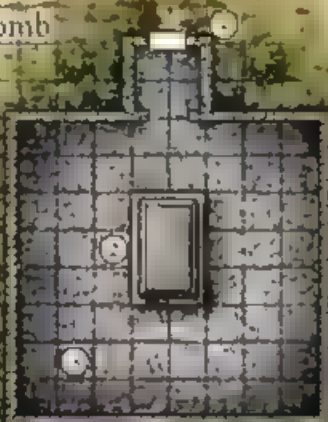


feet 0 100 250 500 1000





False Tomb



- 1 Entrance
- 2 False coffin
- 3 Secret passage
- 4 Sarcophagus
- 5 Sylghanis's nest

True Tomb

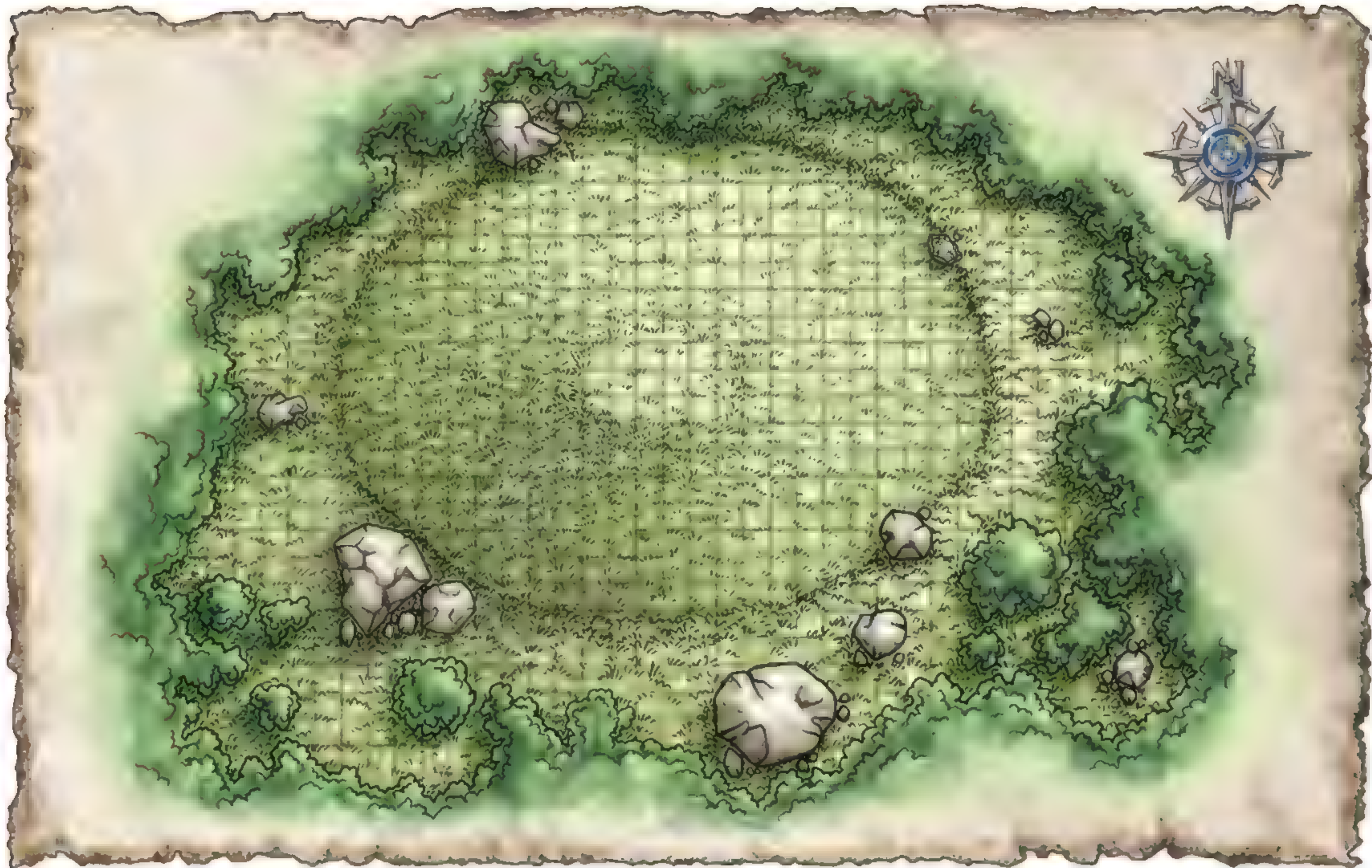


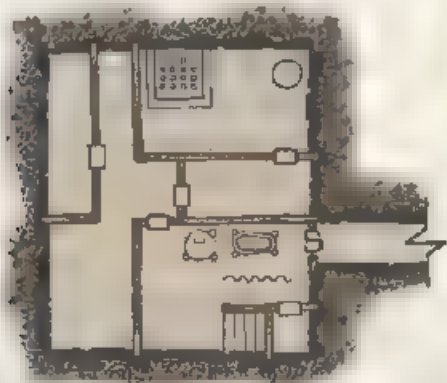
Lost Tomb of Malkys

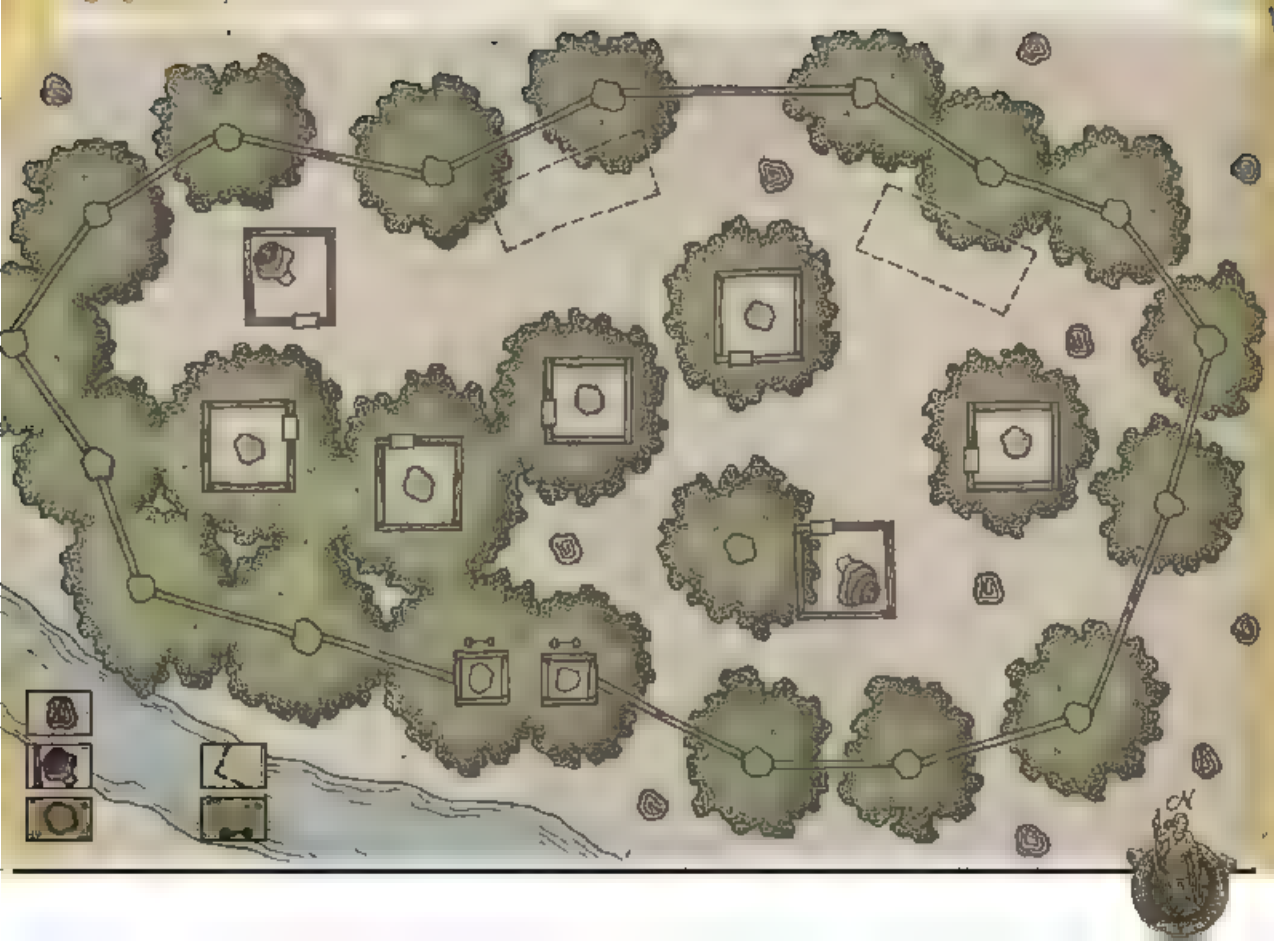
One square = 5 feet

gnawbones Base







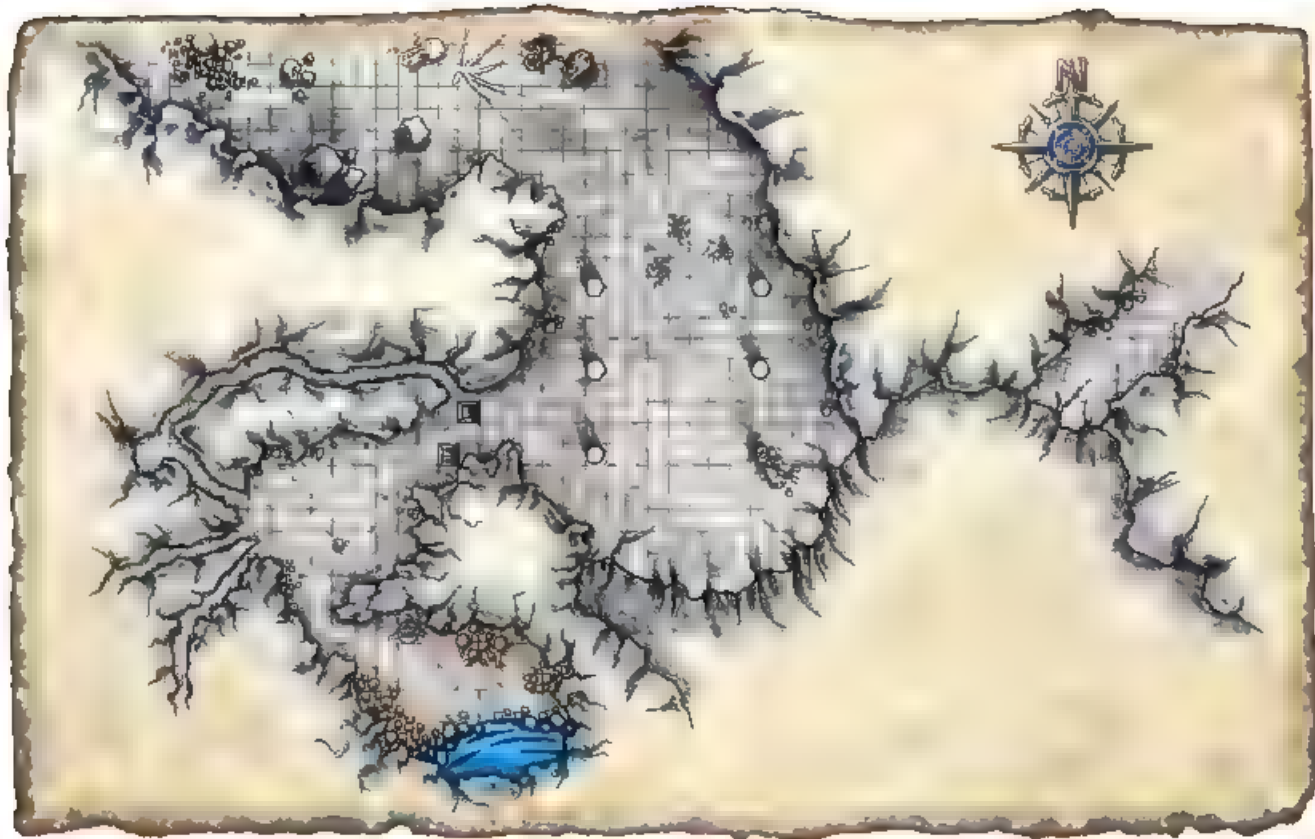


UP TO LEVEL 2

ONE SQUARE=10 FEET









Yuan-Ti Snake Farm



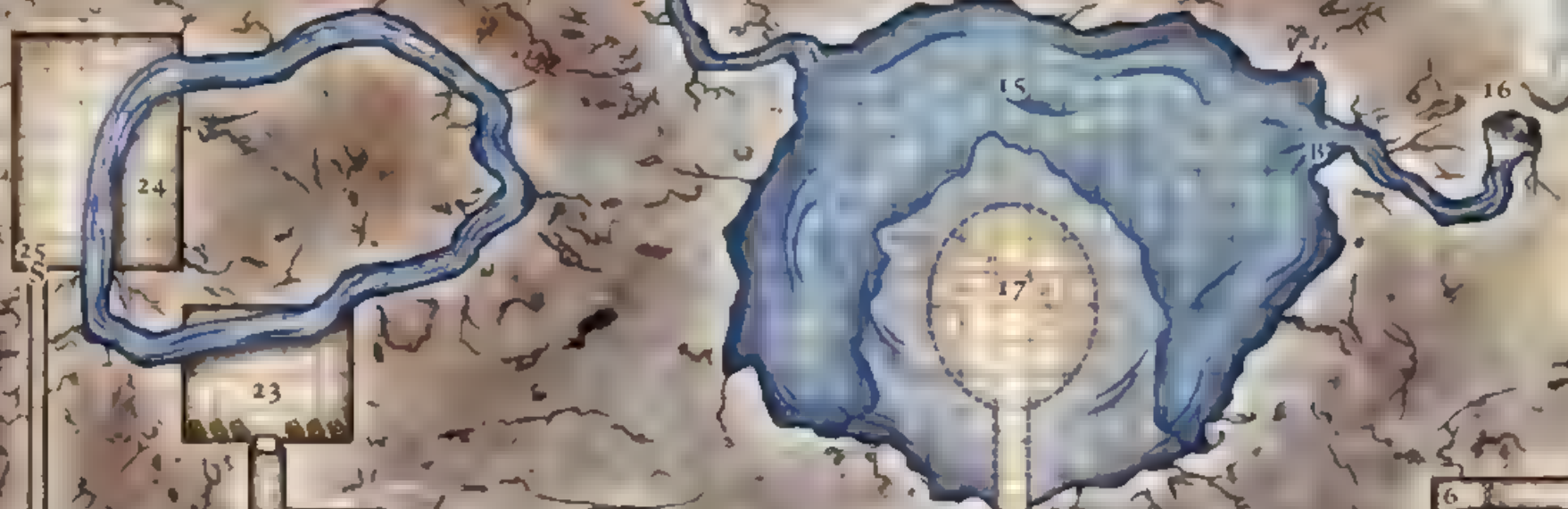
Ladder
To Halls

Bedroom

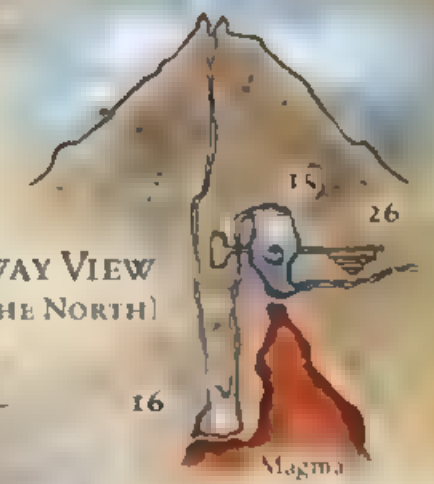
Pet Cage

Snake Cages

One square = 5 feet



CUTAWAY VIEW
(FROM THE NORTH)



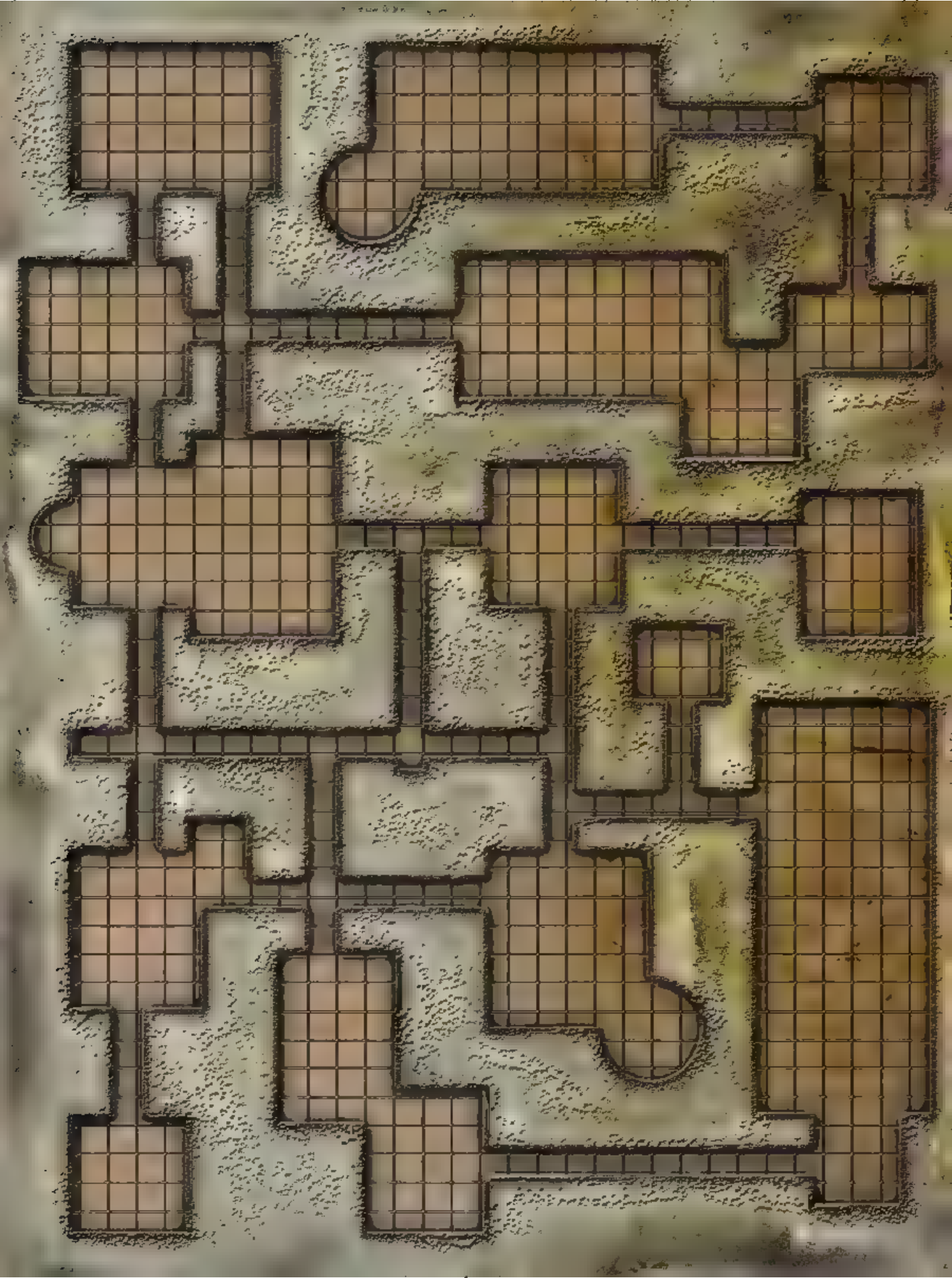
White Plume Mountain

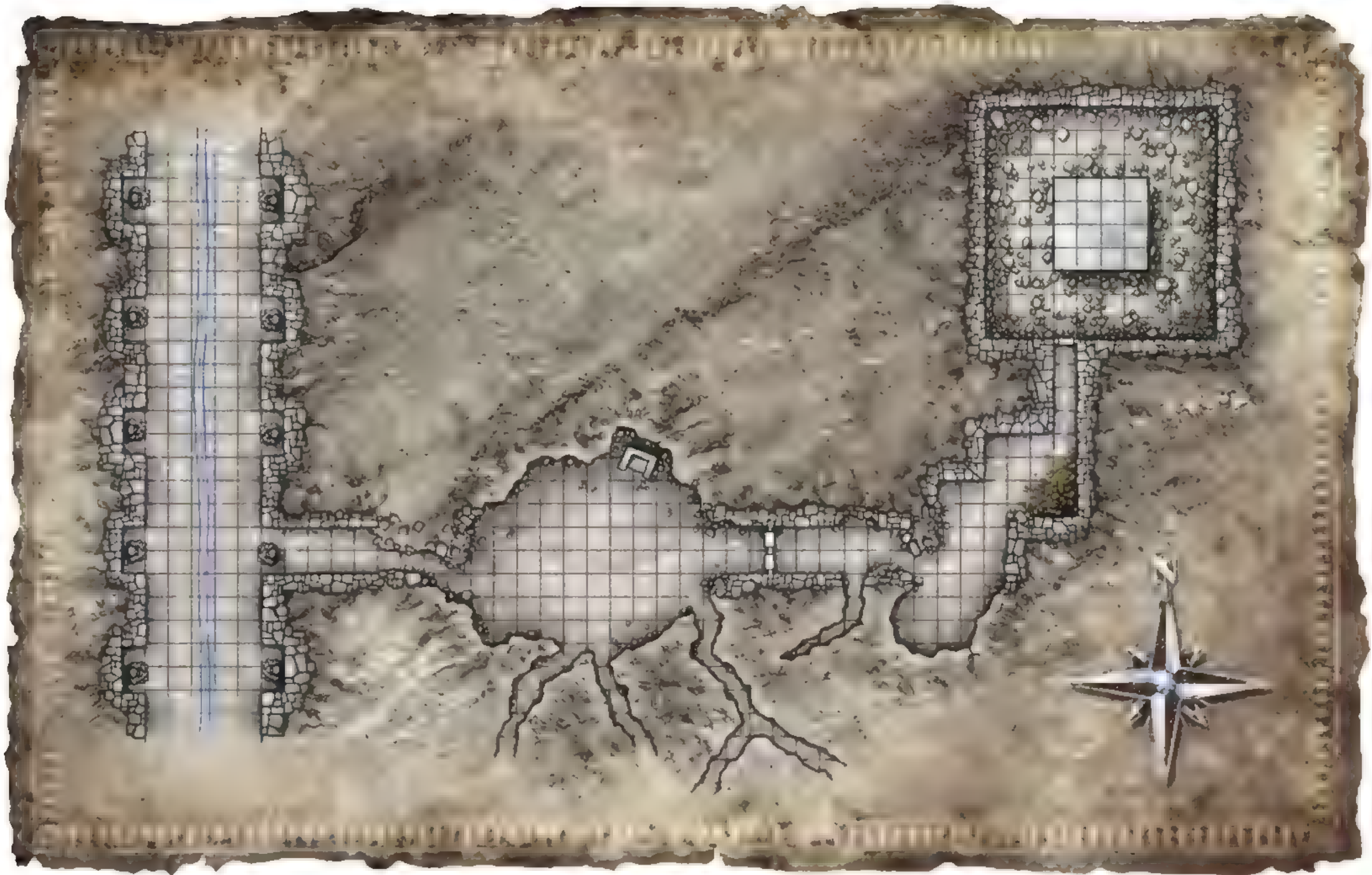
One square = 10 feet

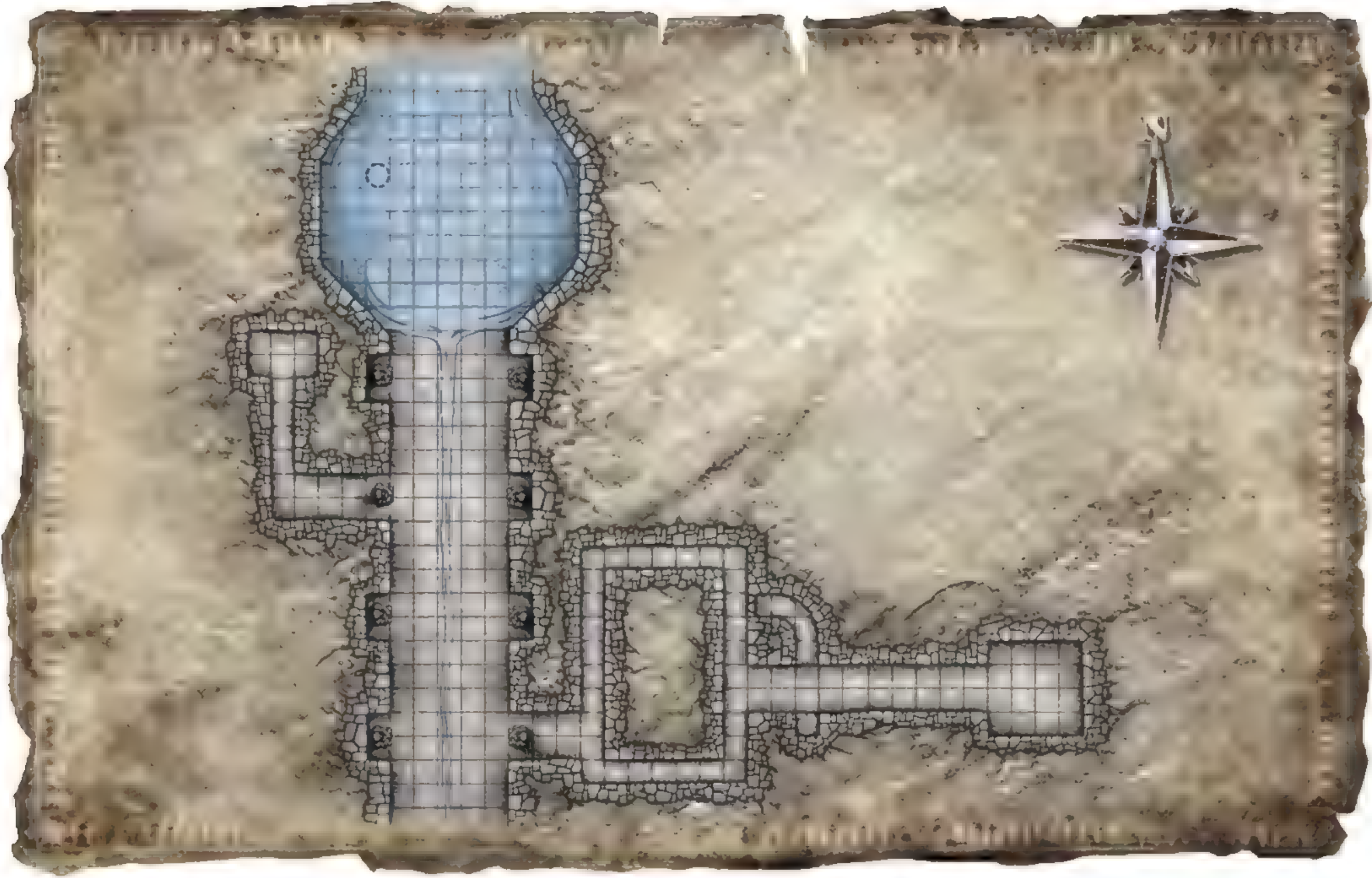


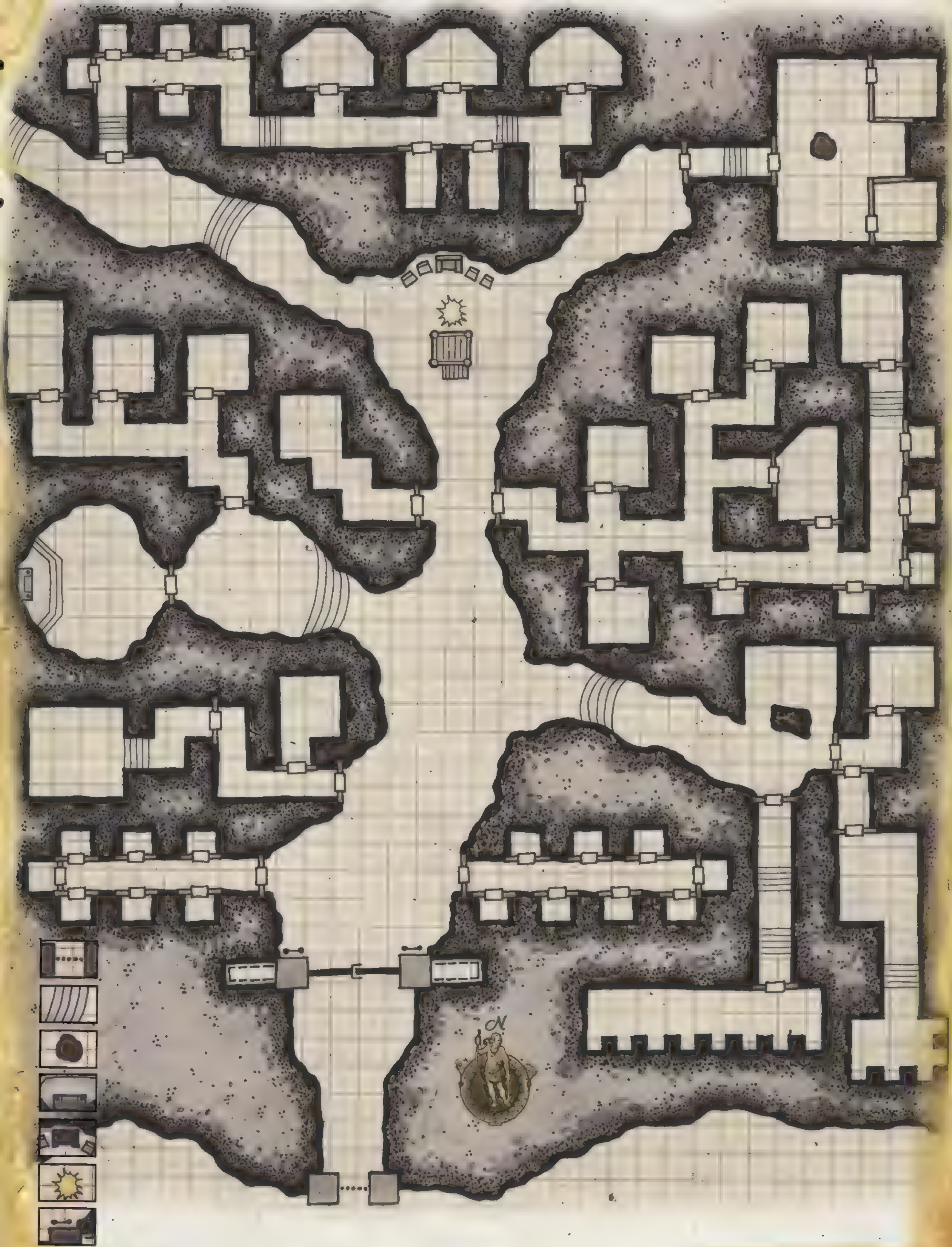
- Post
- Secret Door
- Stairs
- Disk
- Globe
- Raft

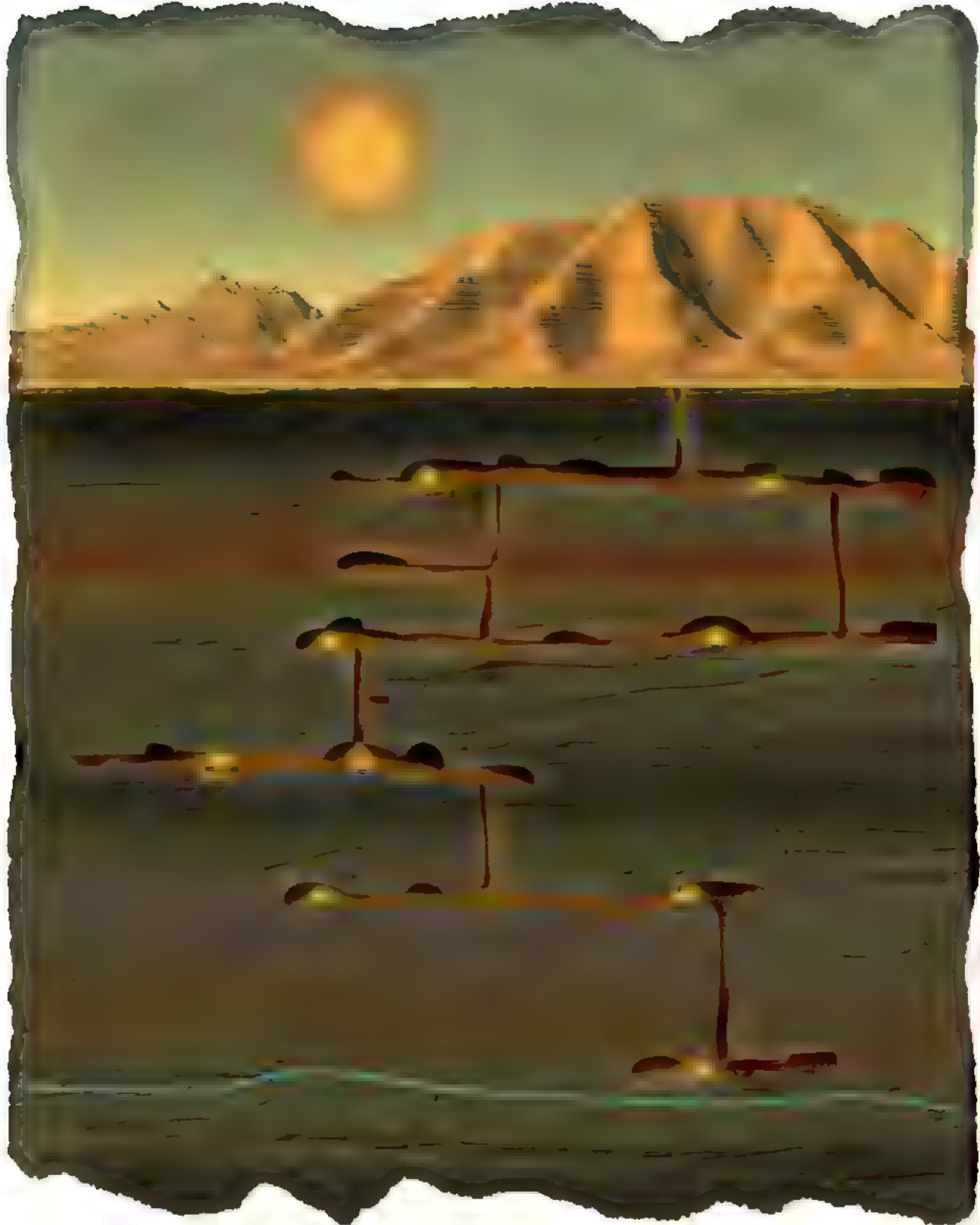












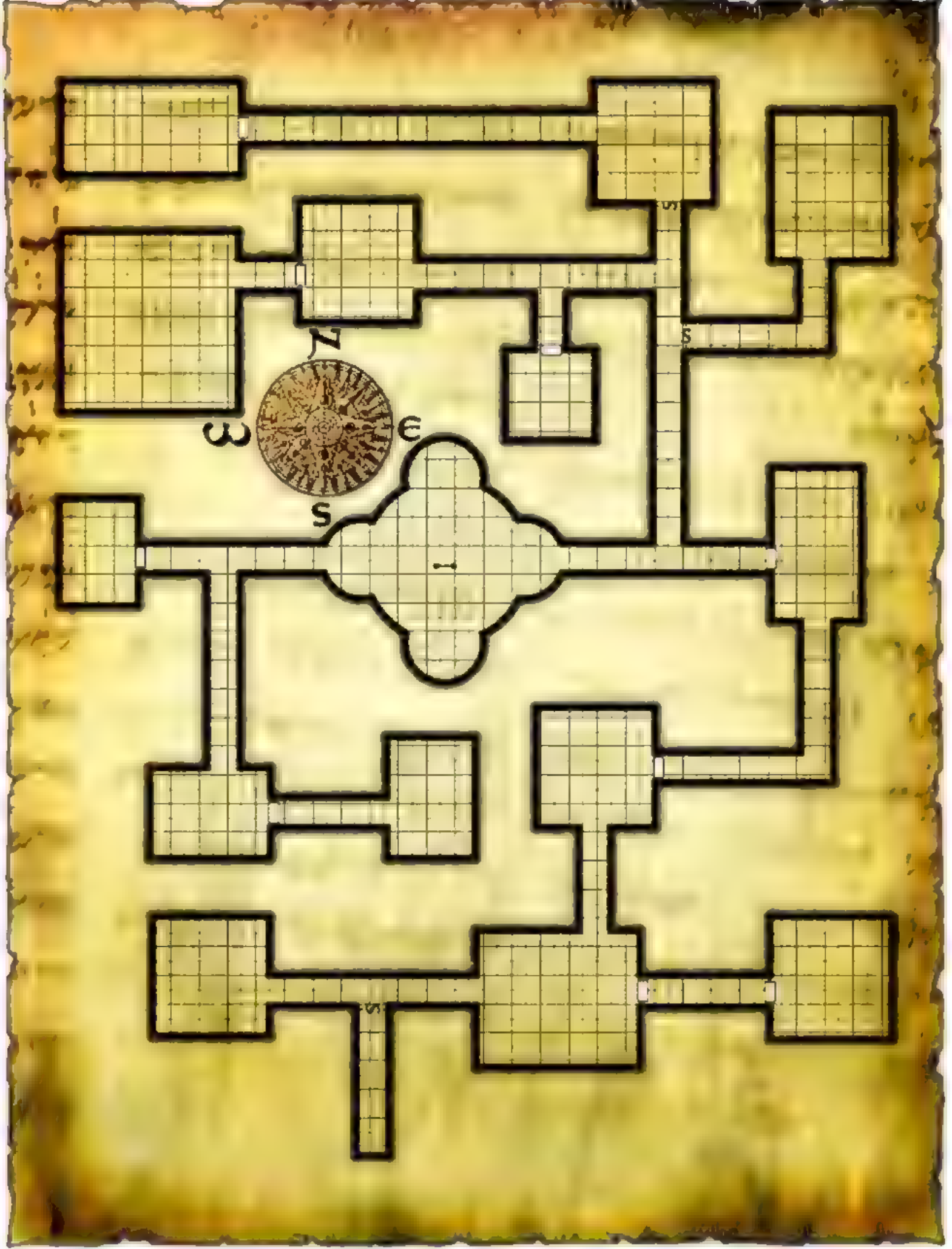


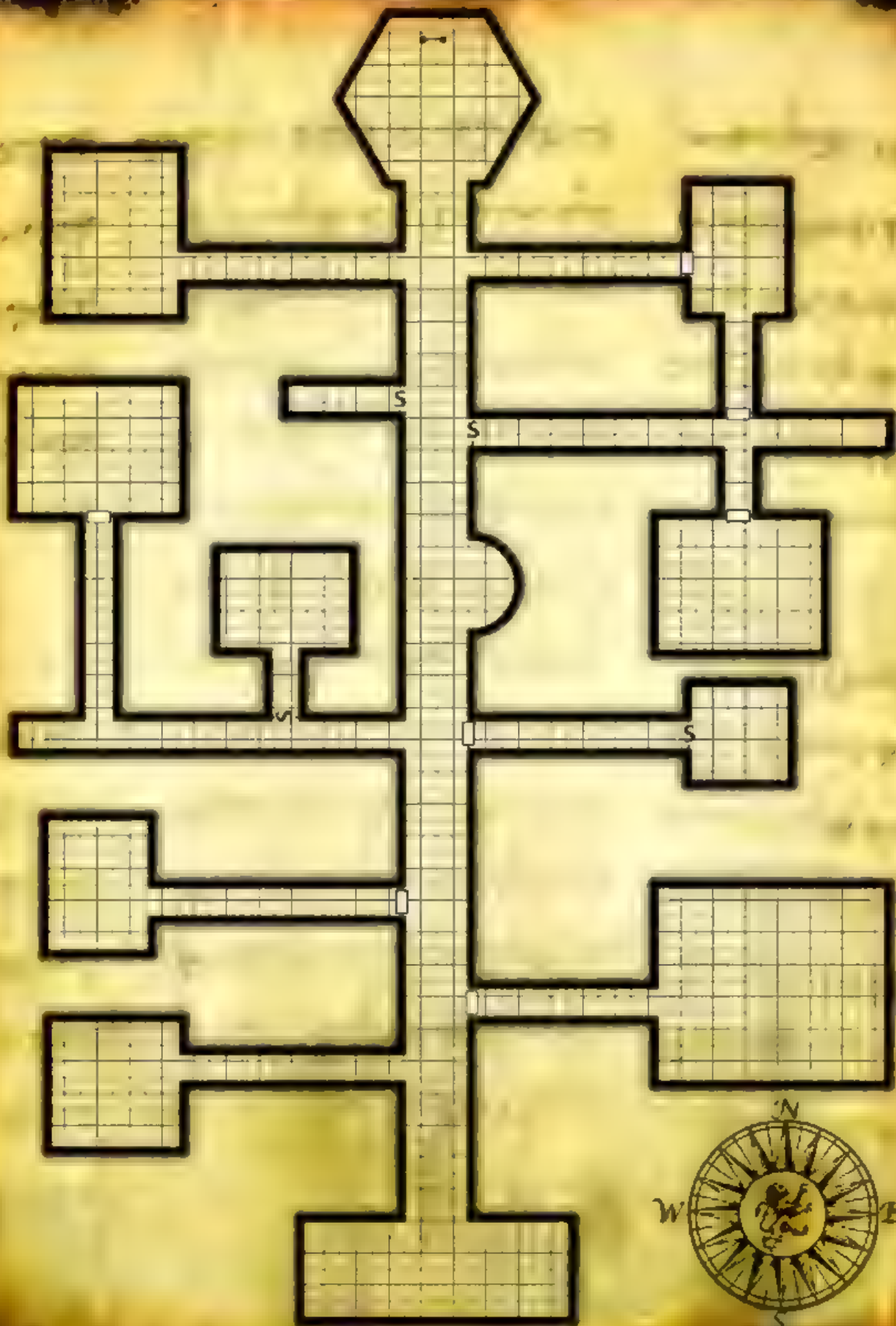


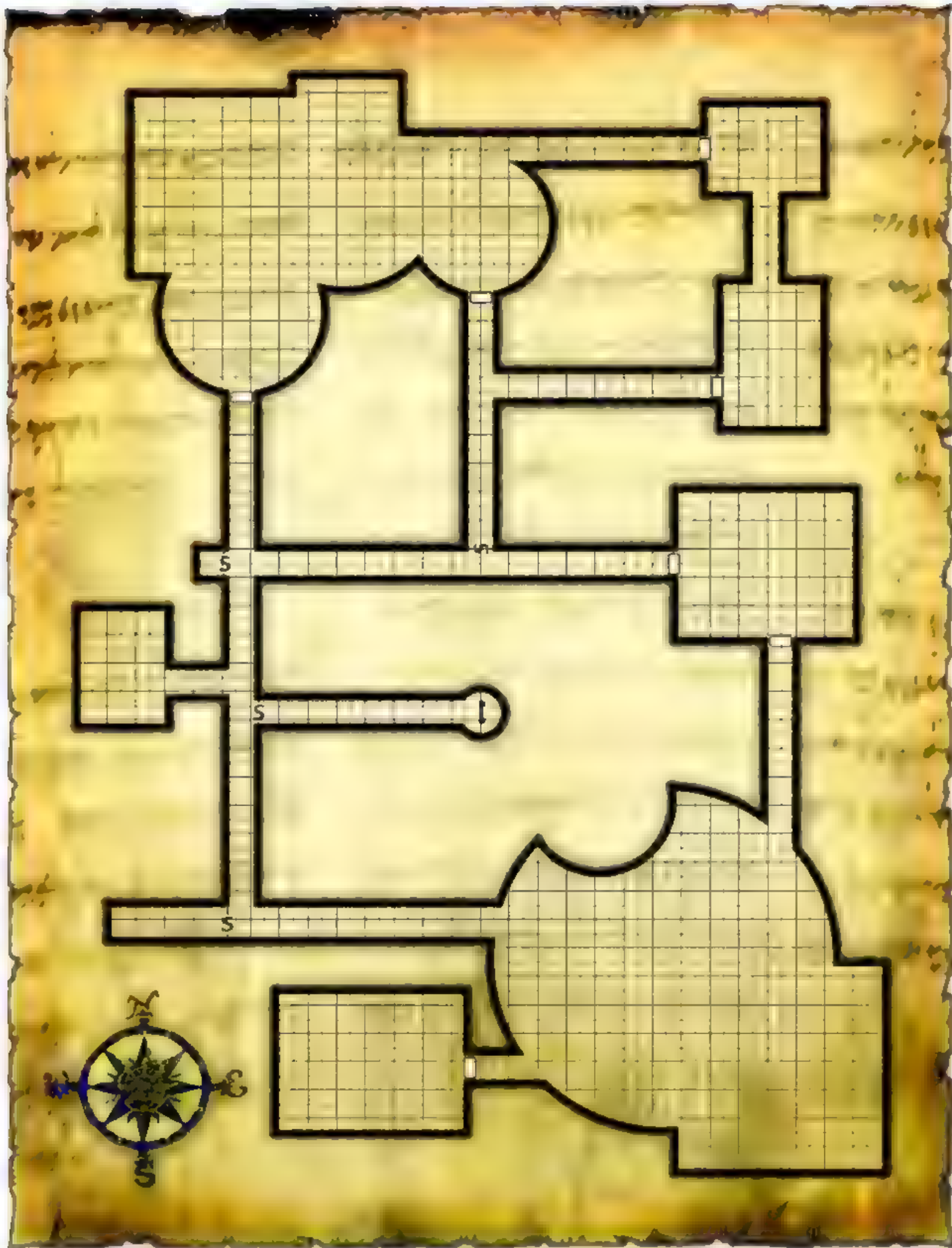












The Hidden Coast



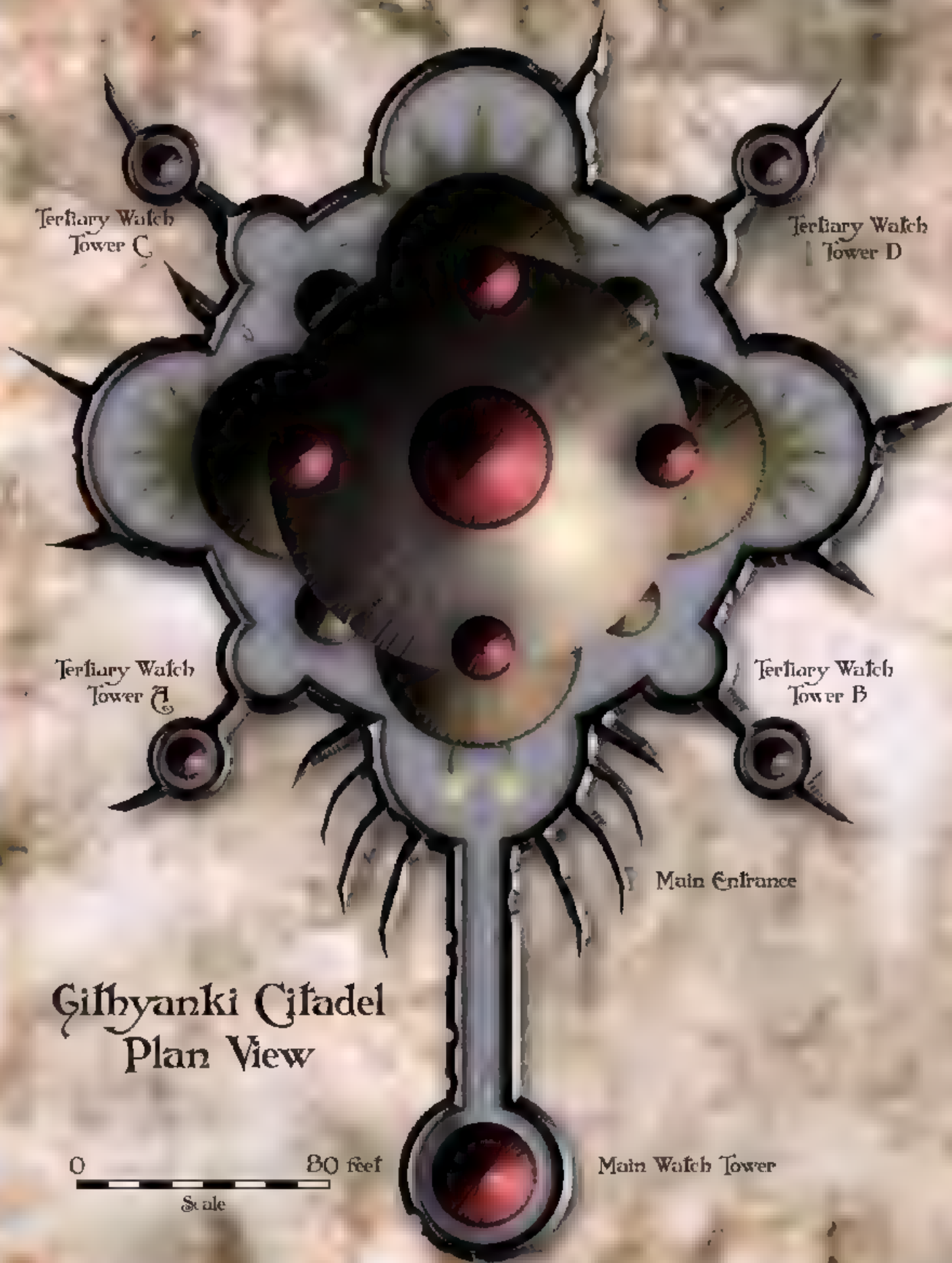
1/2 mile
1/4 mile











Githyanki Citadel Plan View

0 80 feet
Scale

Main Watch Tower

Main Entrance

Githyanki Citadel Side View



Tertiary Watch
Tower C

Tertiary Watch
Tower A

Main Watch Tower

Main
Entrance

0 80 feet
Scale

Gilthyanki Citadel Floor Sections

Ground
Floor



Main
Entrance

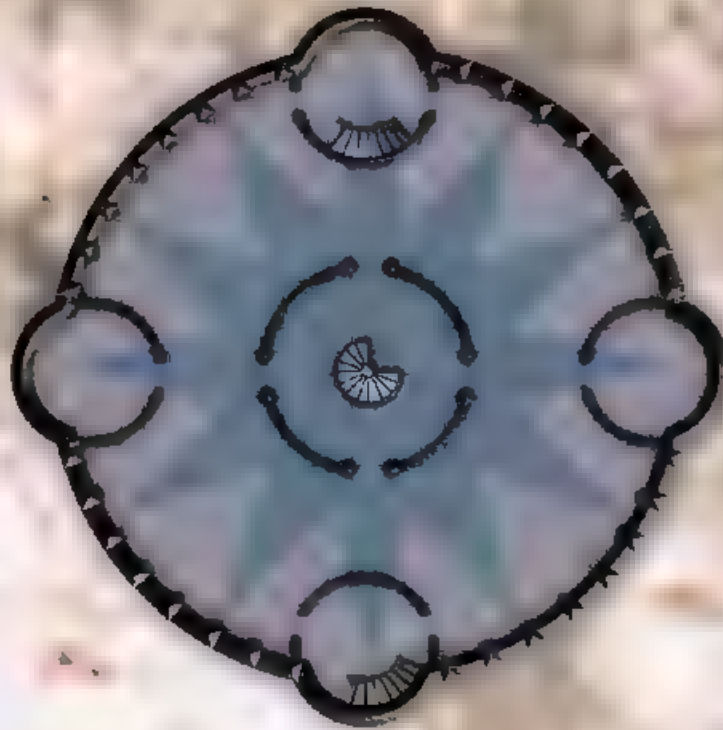
Second
Floor



5 feet
10 feet
Scale

Githyanki Citadel Floor Sections

Third
Floor



Central
Tower
Lower



Central
Tower
Upper



5 feet
10 feet
Scale

Gilhyanki Citadel

Main Watch Tower

Cut-away
View



Entrance

5 feet



10 feet

Scale



Fourth
Floor



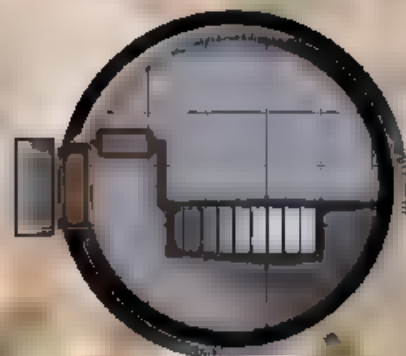
Third
Floor



Second
Floor



First
Floor



Ground
Floor

Misty Bay

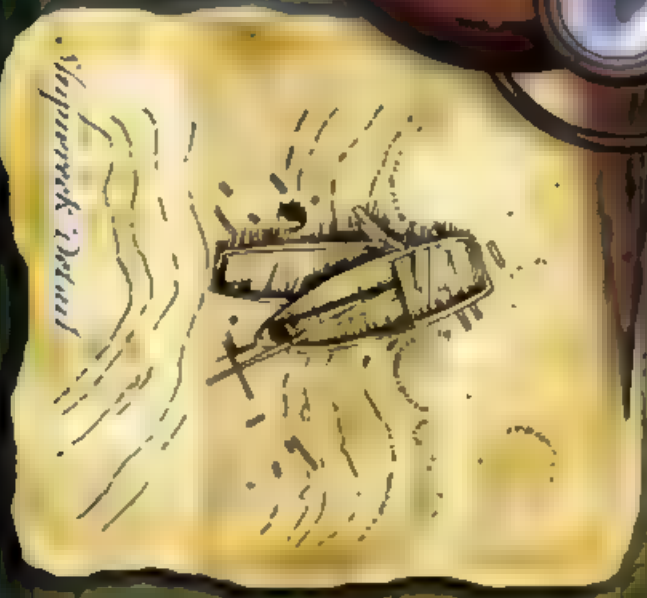
The Village
Mission

Shipyard
Docks

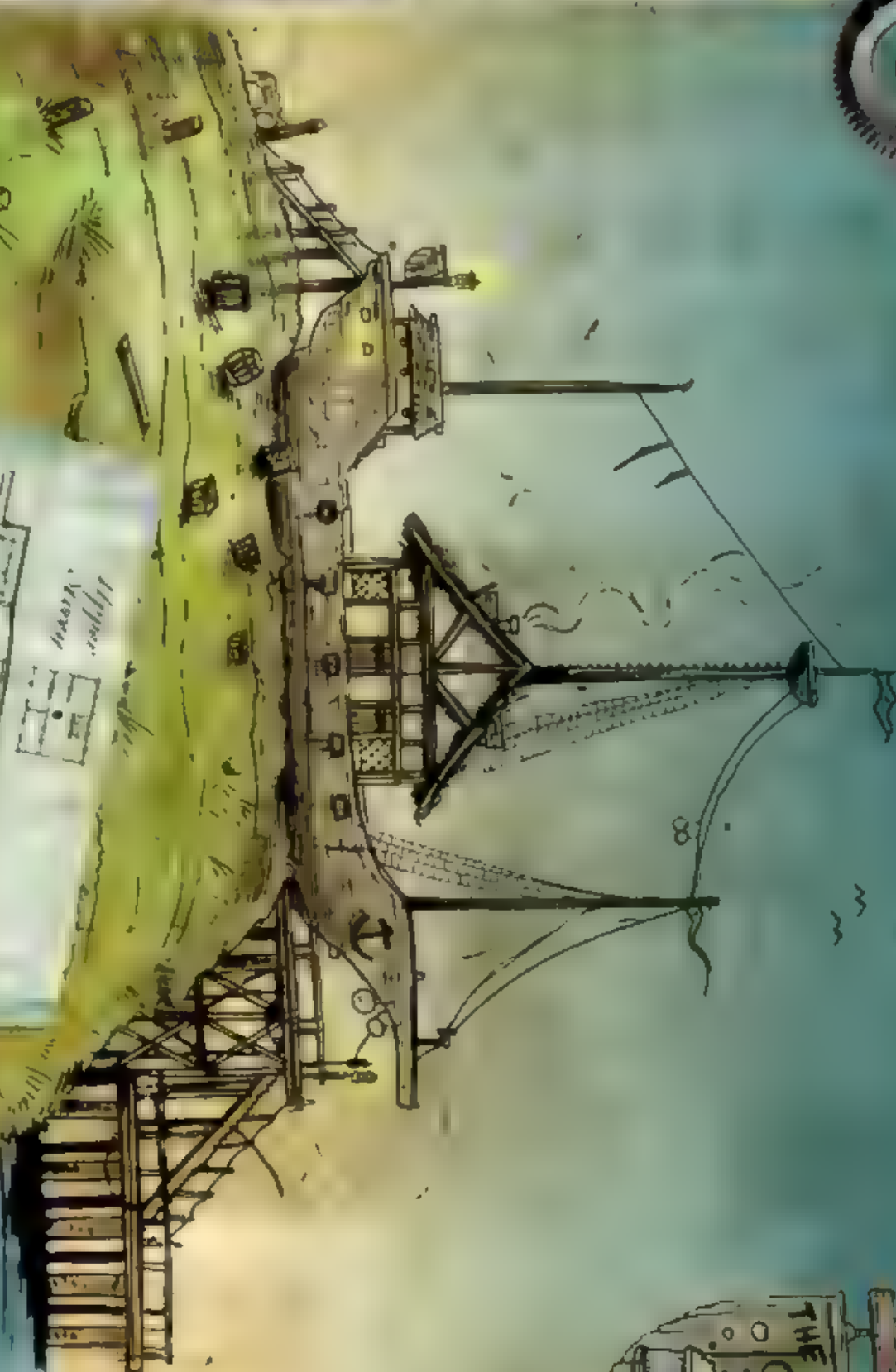
Old
Captain's
Chest

The Old
Lighthouse

Shipwreck



Shipwreck Detail



The Village Poisson



La perdita del tutto che sia well



Posto del sonno 41 ann





Fortro: del Trago del mare



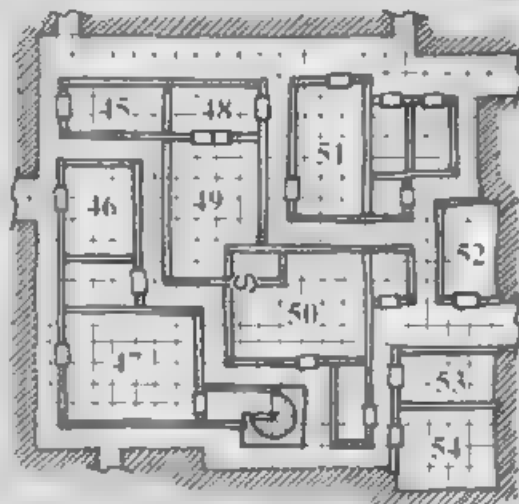
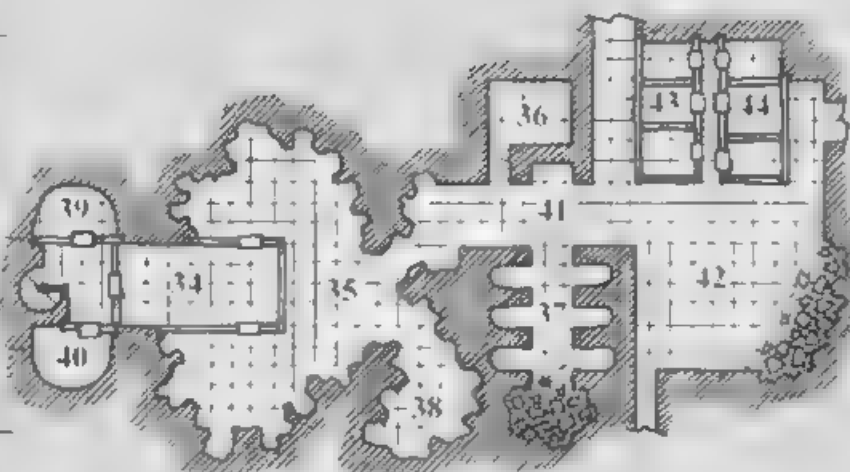
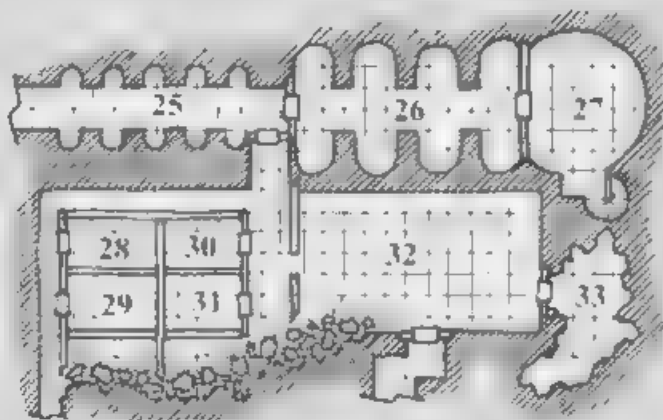
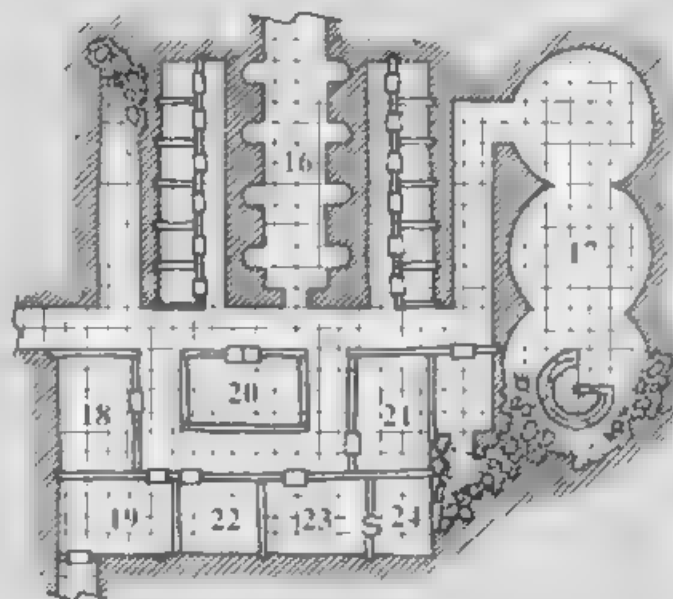


Arrenan Mortale

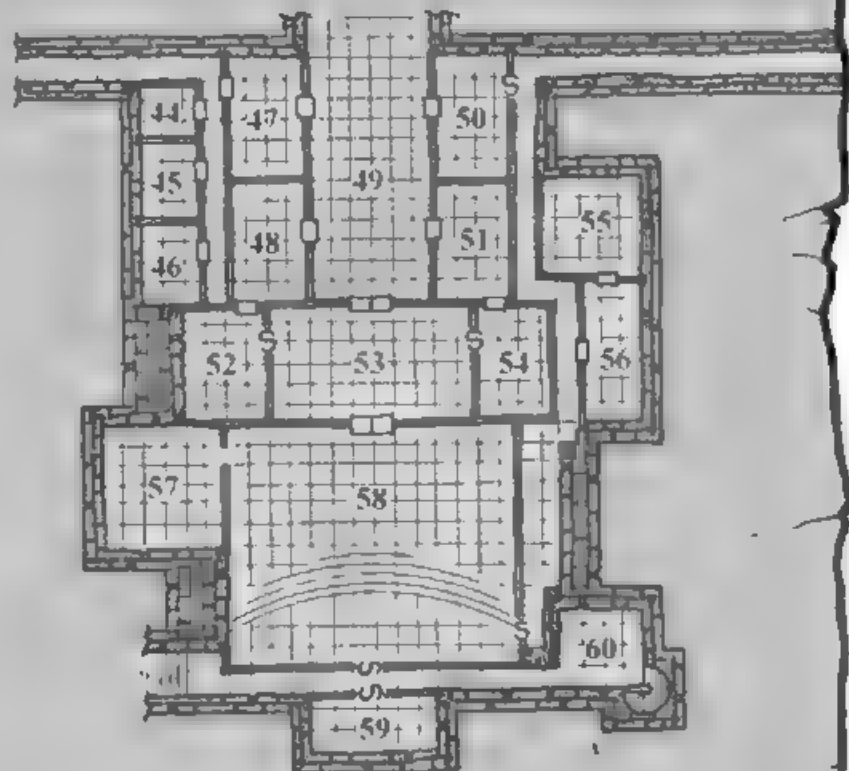
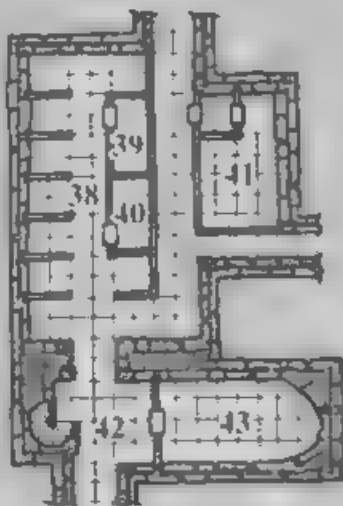
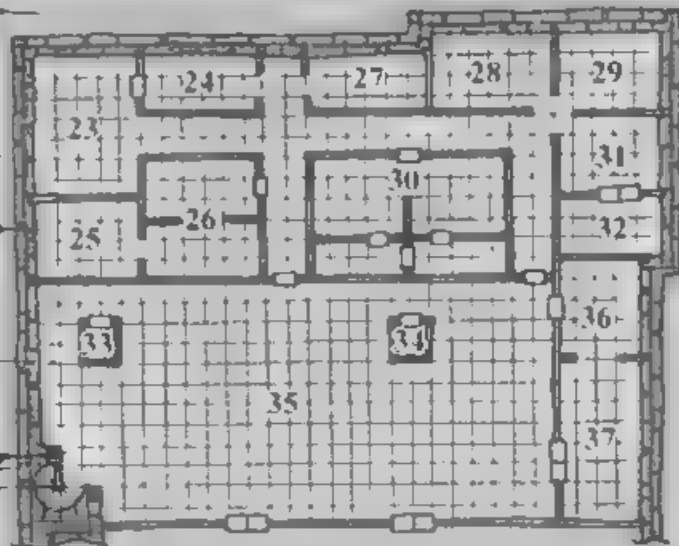
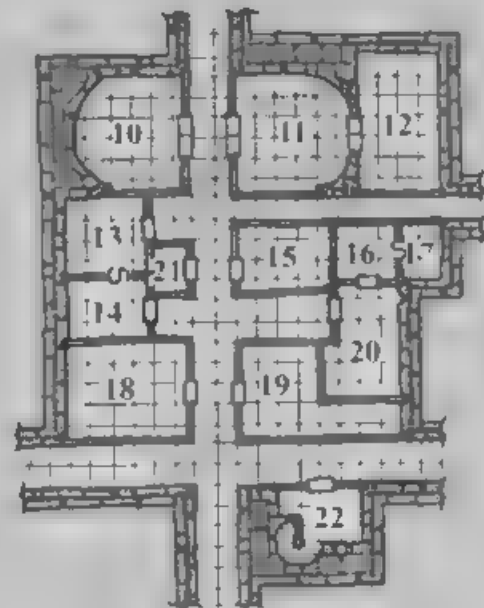
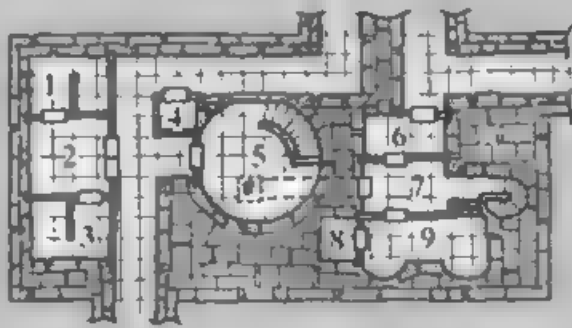
Legend

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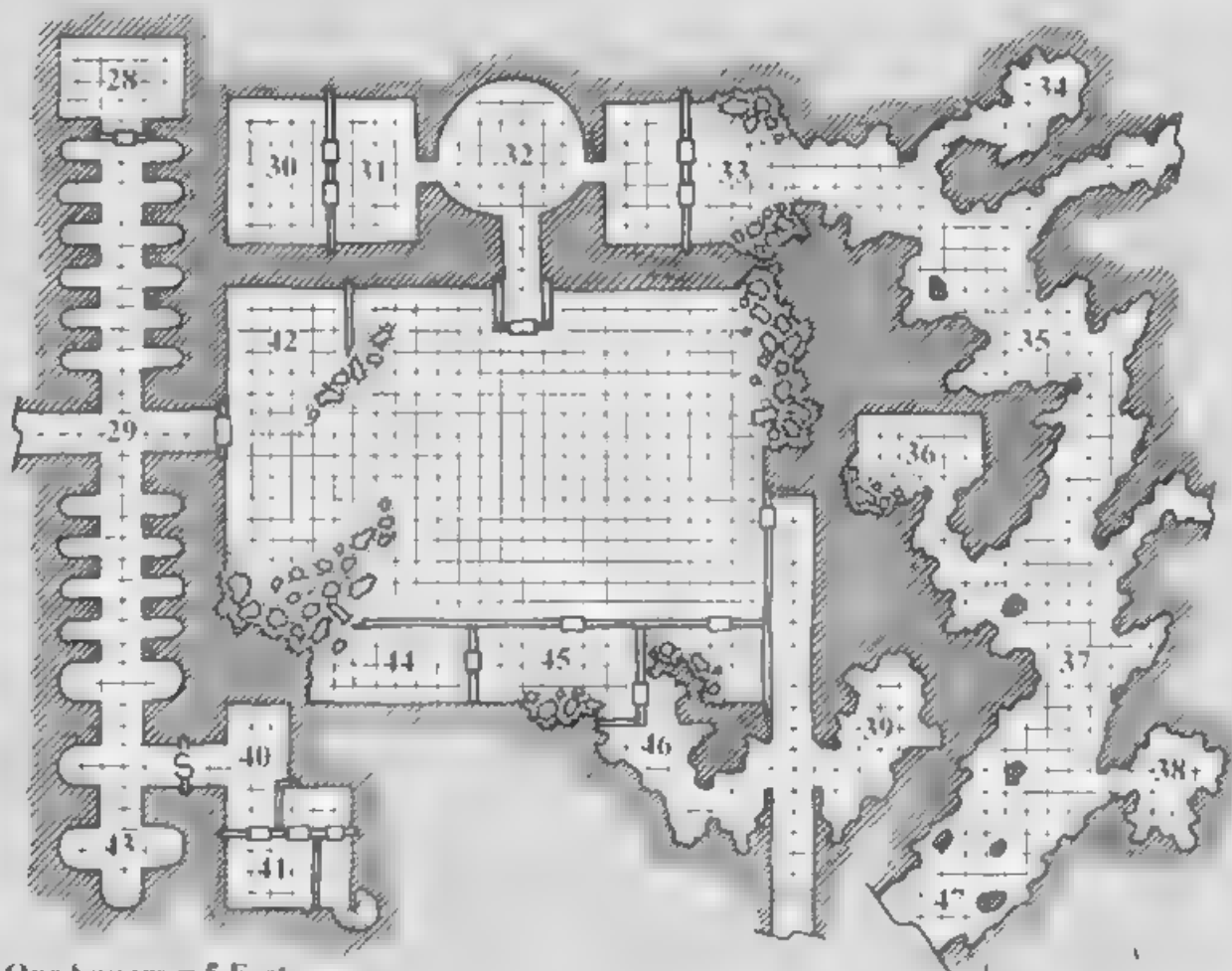
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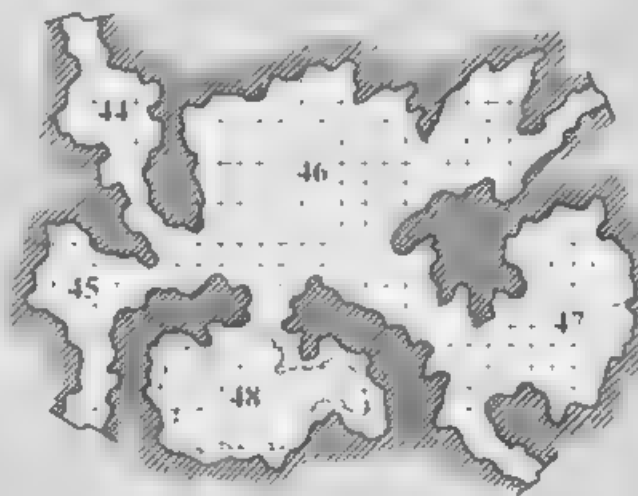
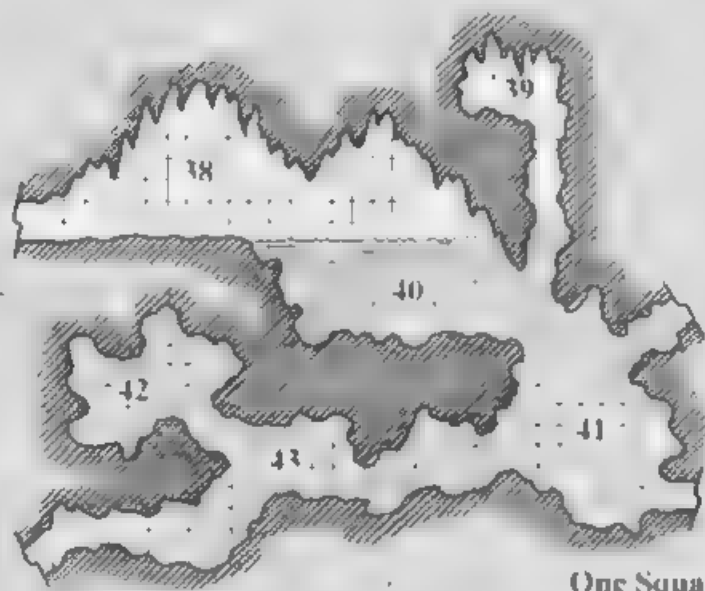
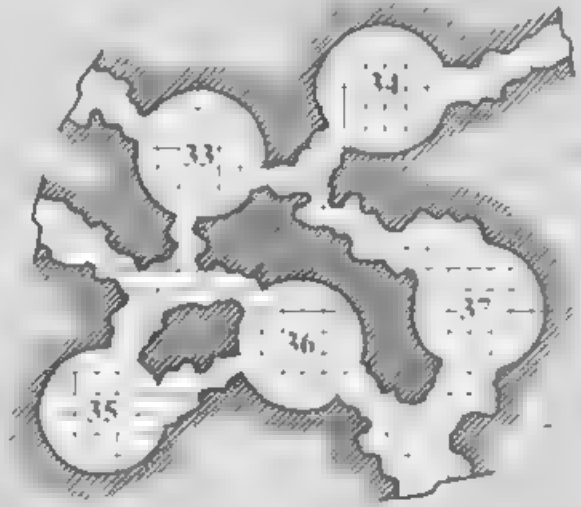
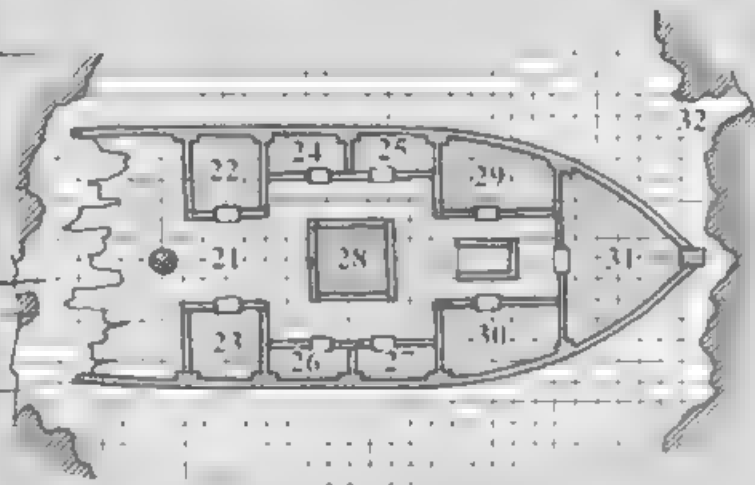
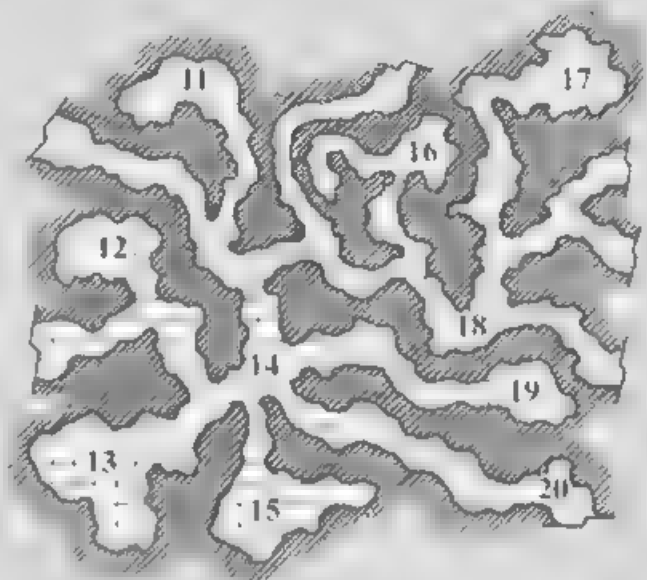
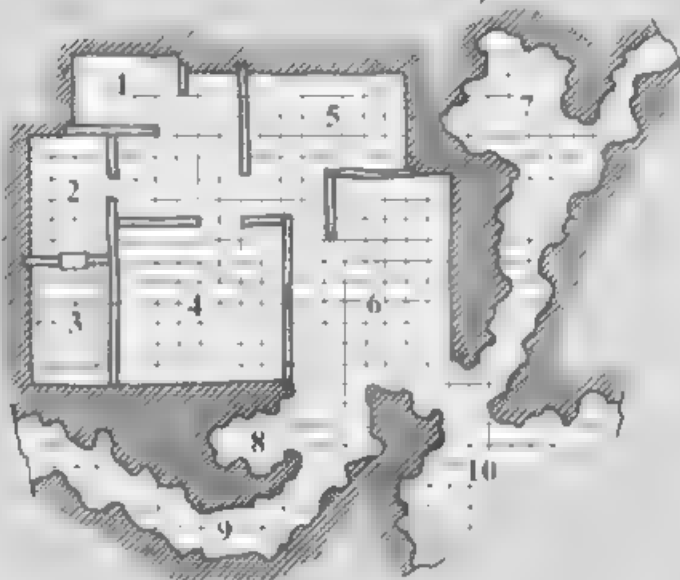
One Square = 5 Feet



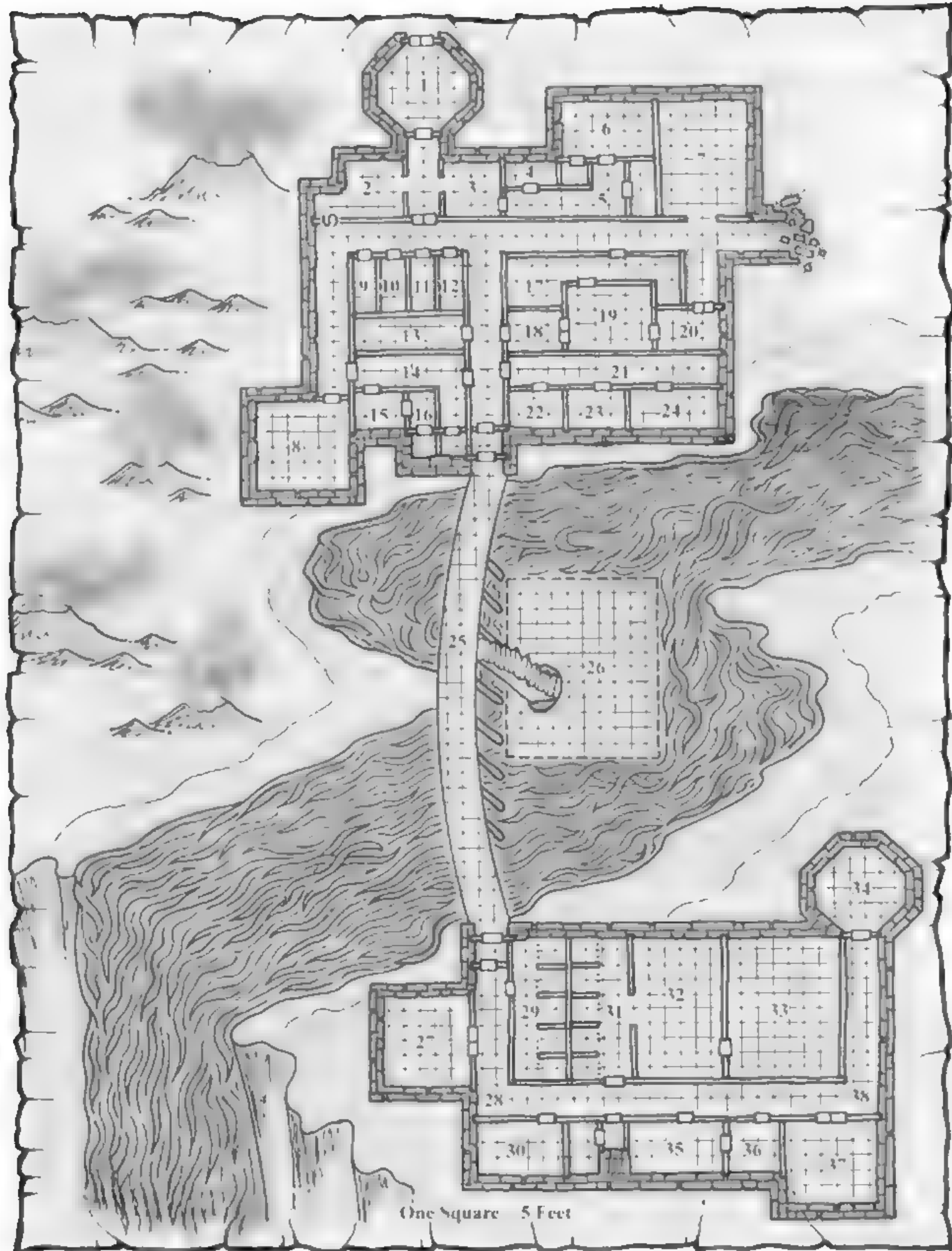
One Square = 5 Feet



One Square = 5 Feet .



One Square = 5 Feet



Abandoned Copper Mine

Standing Water
Depth: 0" to 24"

Shaft Hoist #3

Partial Cave-in [passable]

Standing Water
Depth: 0" to 36"

Partial Cave-in [not passable]

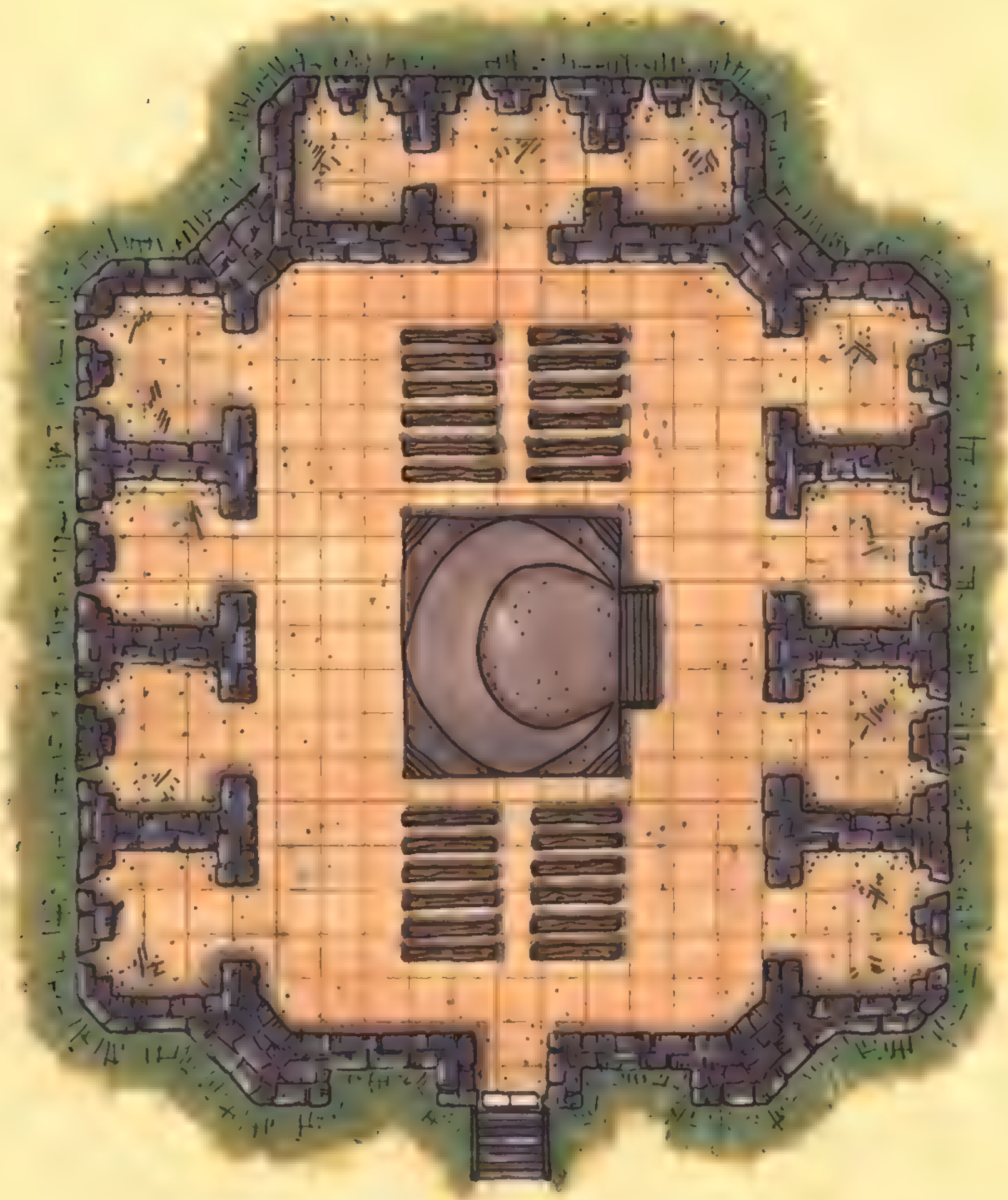
Shaft Hoist #2

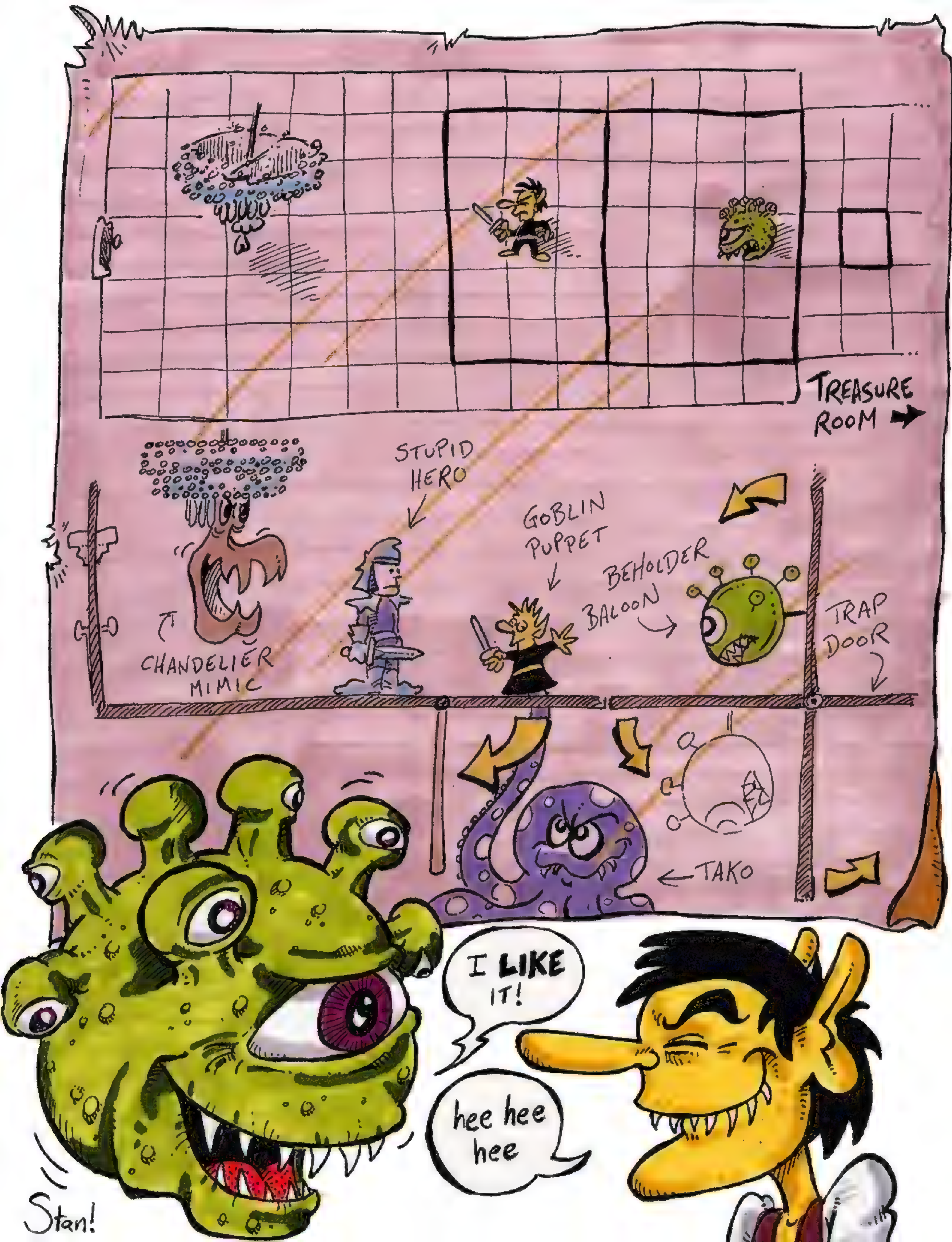
Hidden Mine Entrance

Shaft Hoist #1

Overgrown Jungle



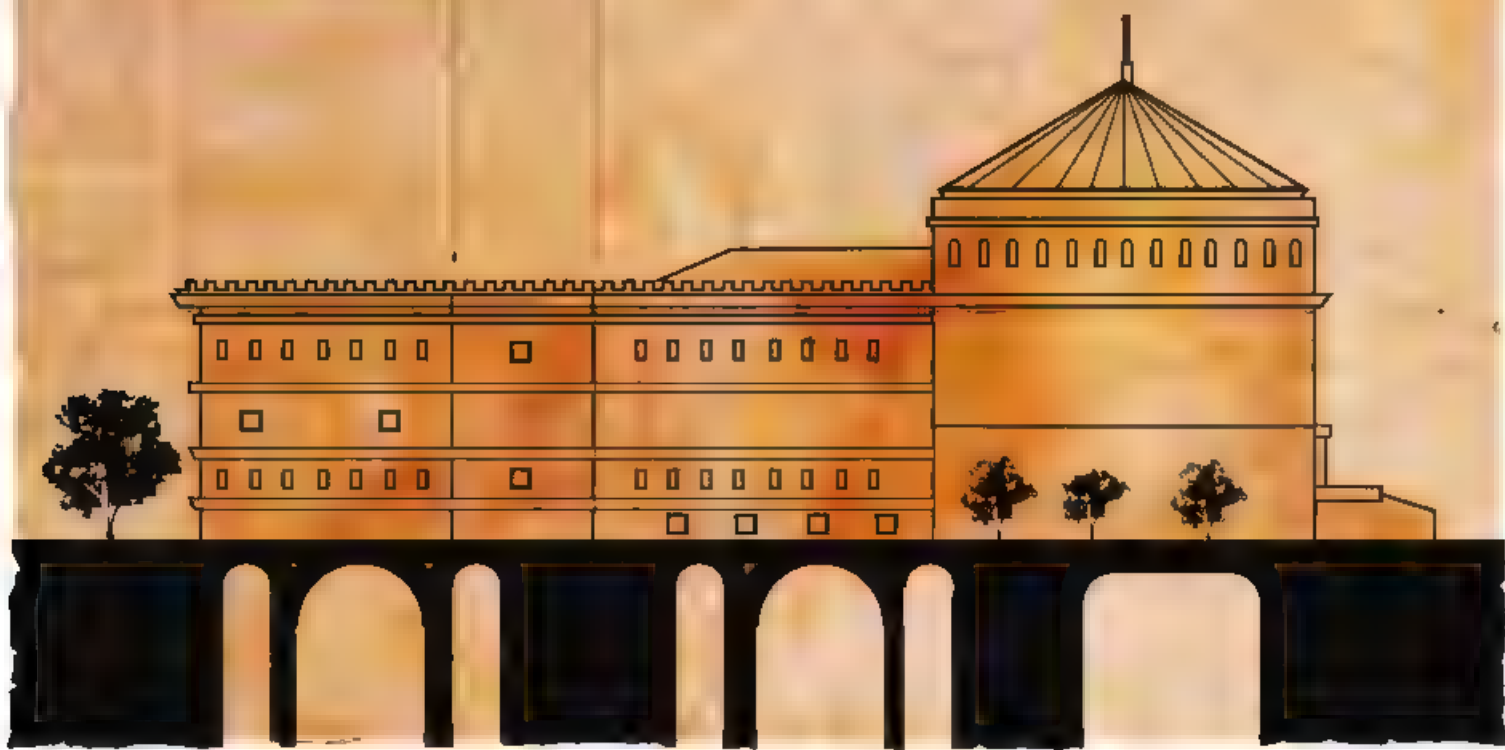
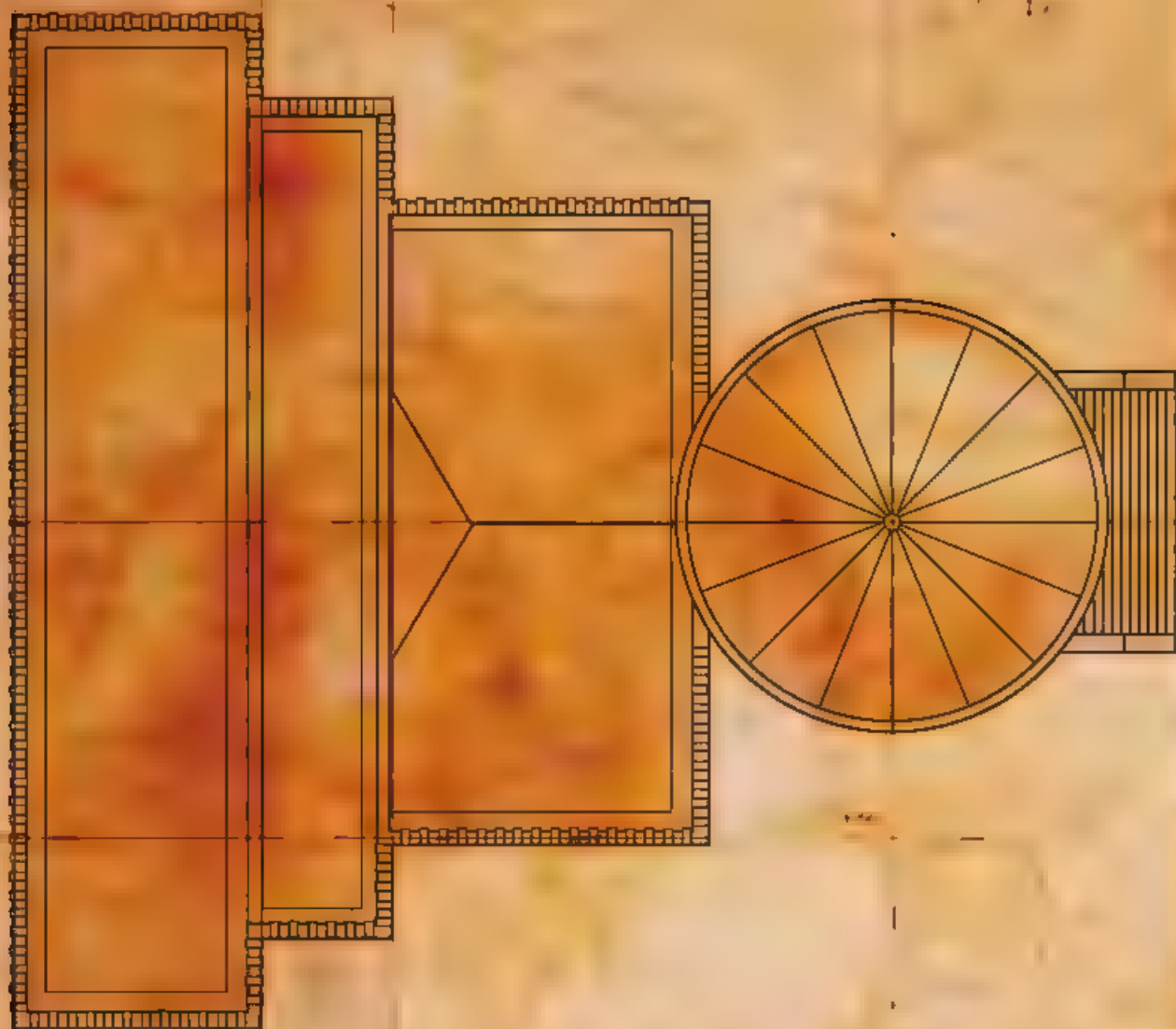


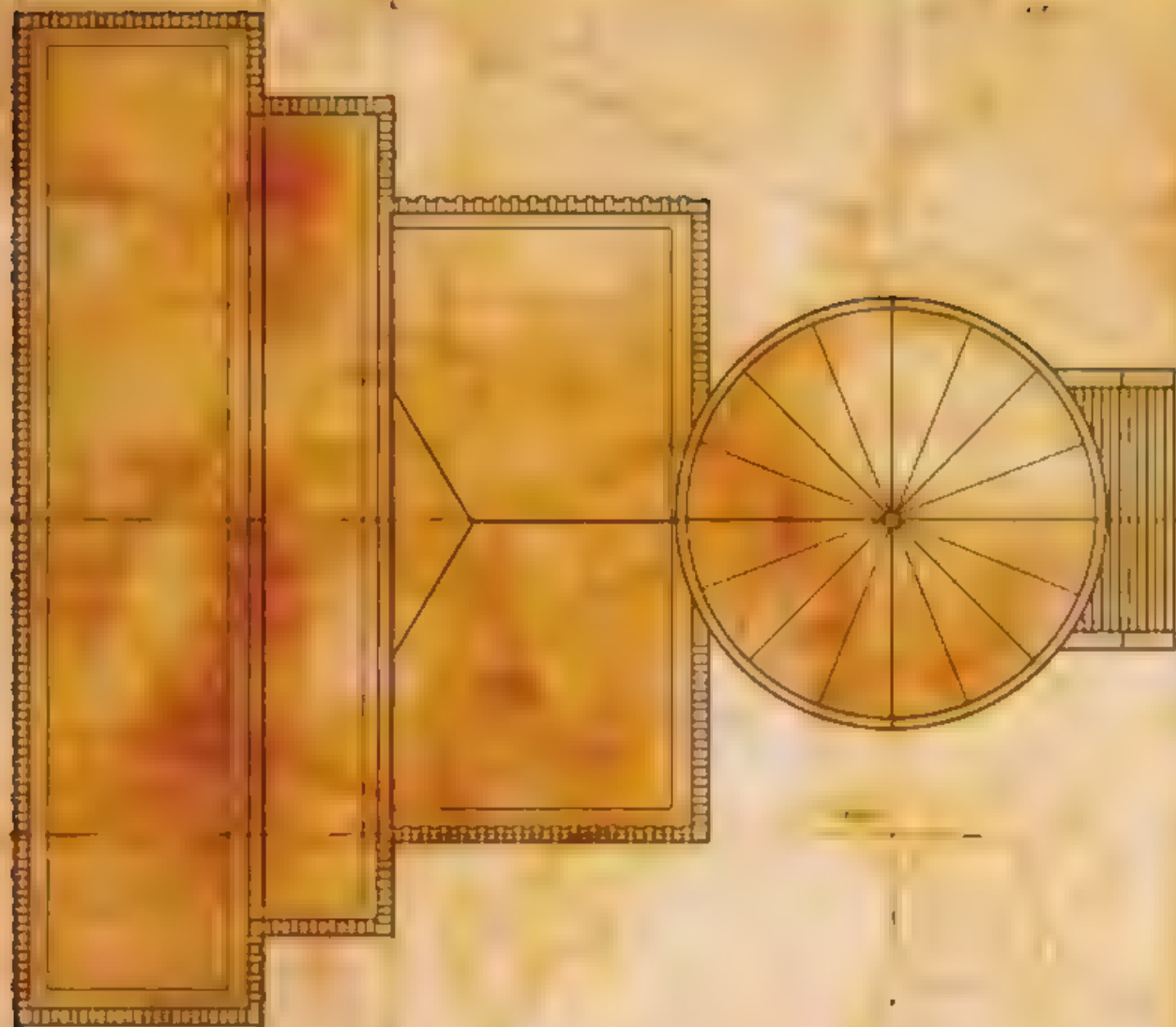




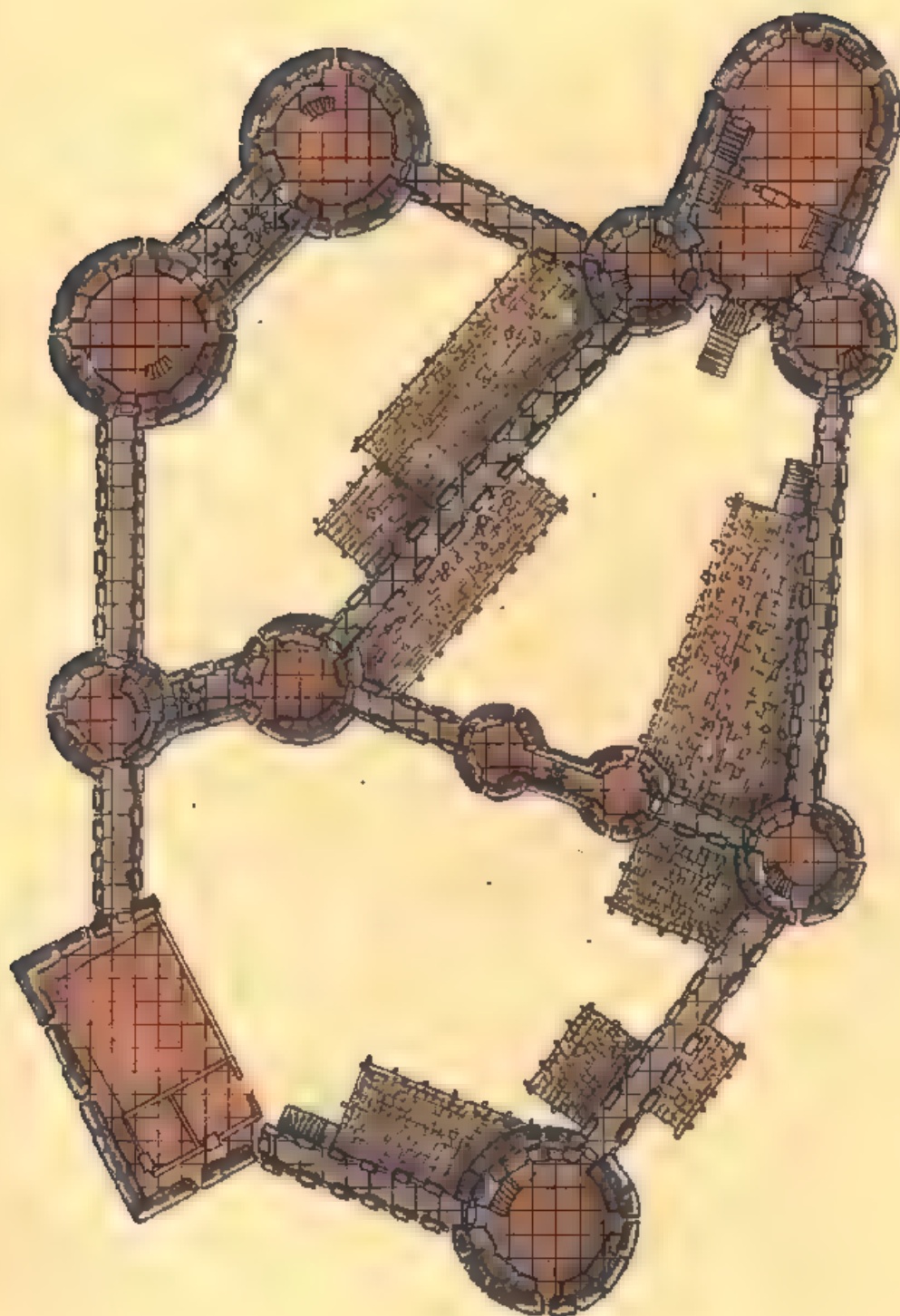
Bandit Cove





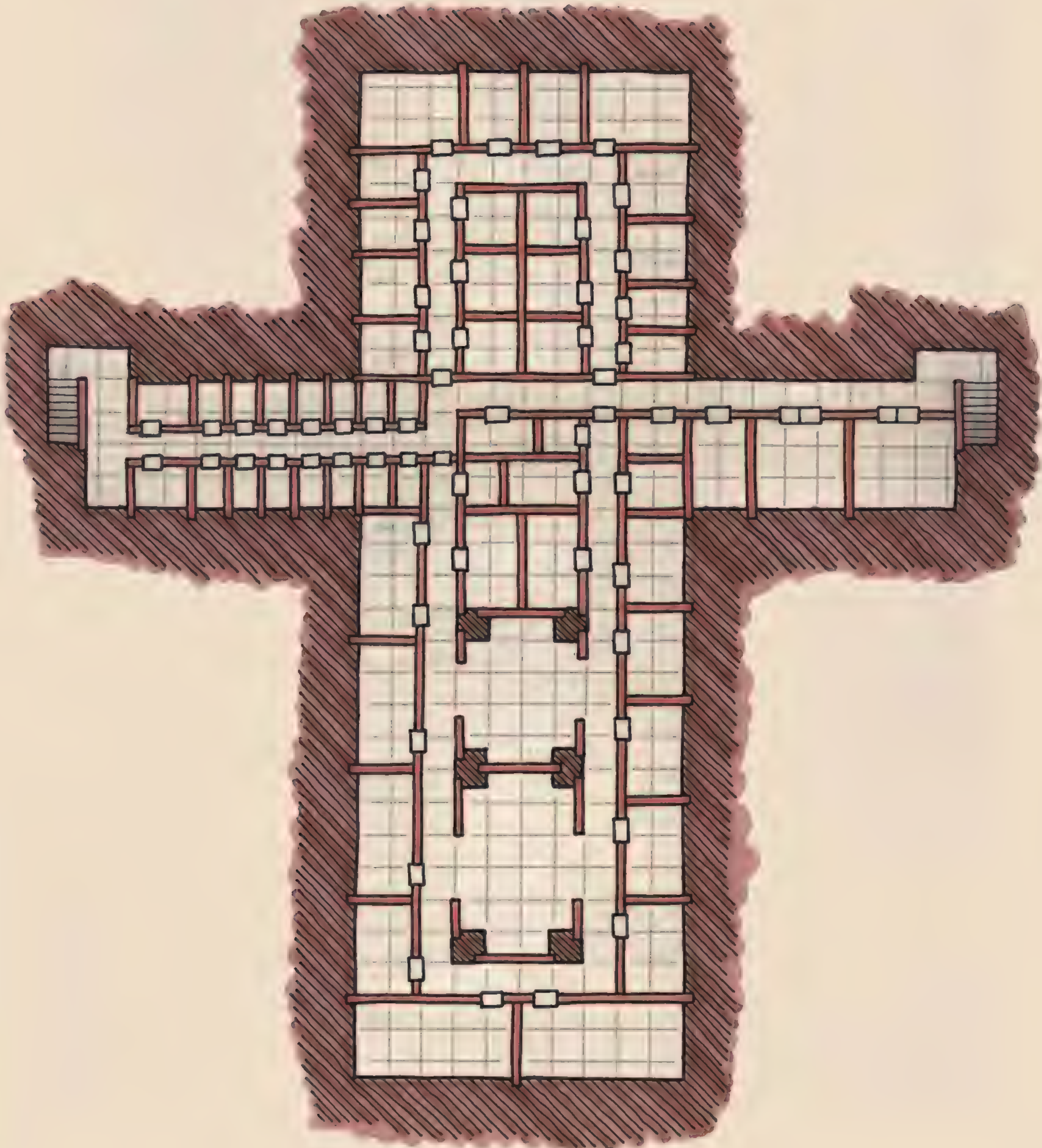






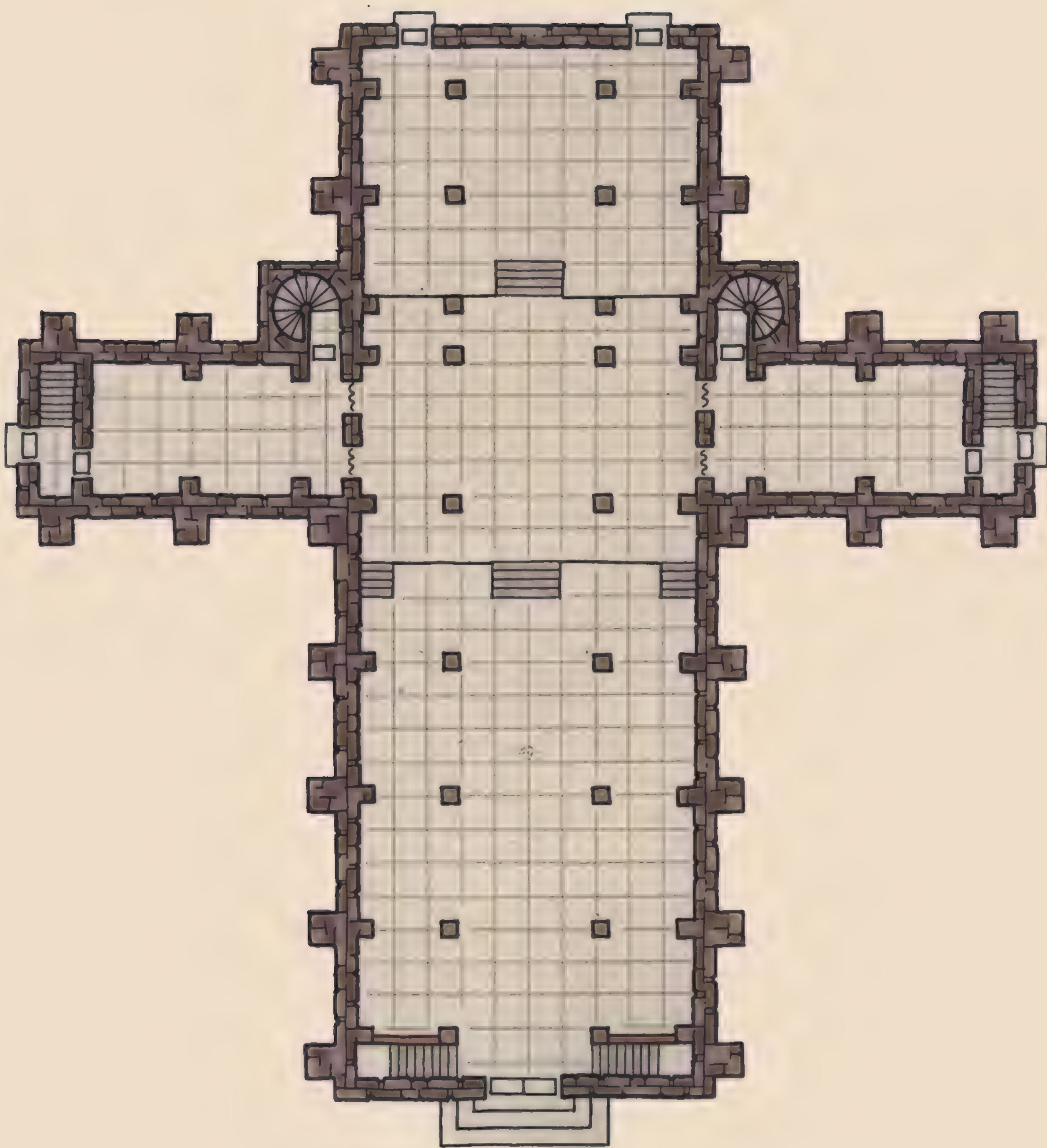
Cathedral

[basement]



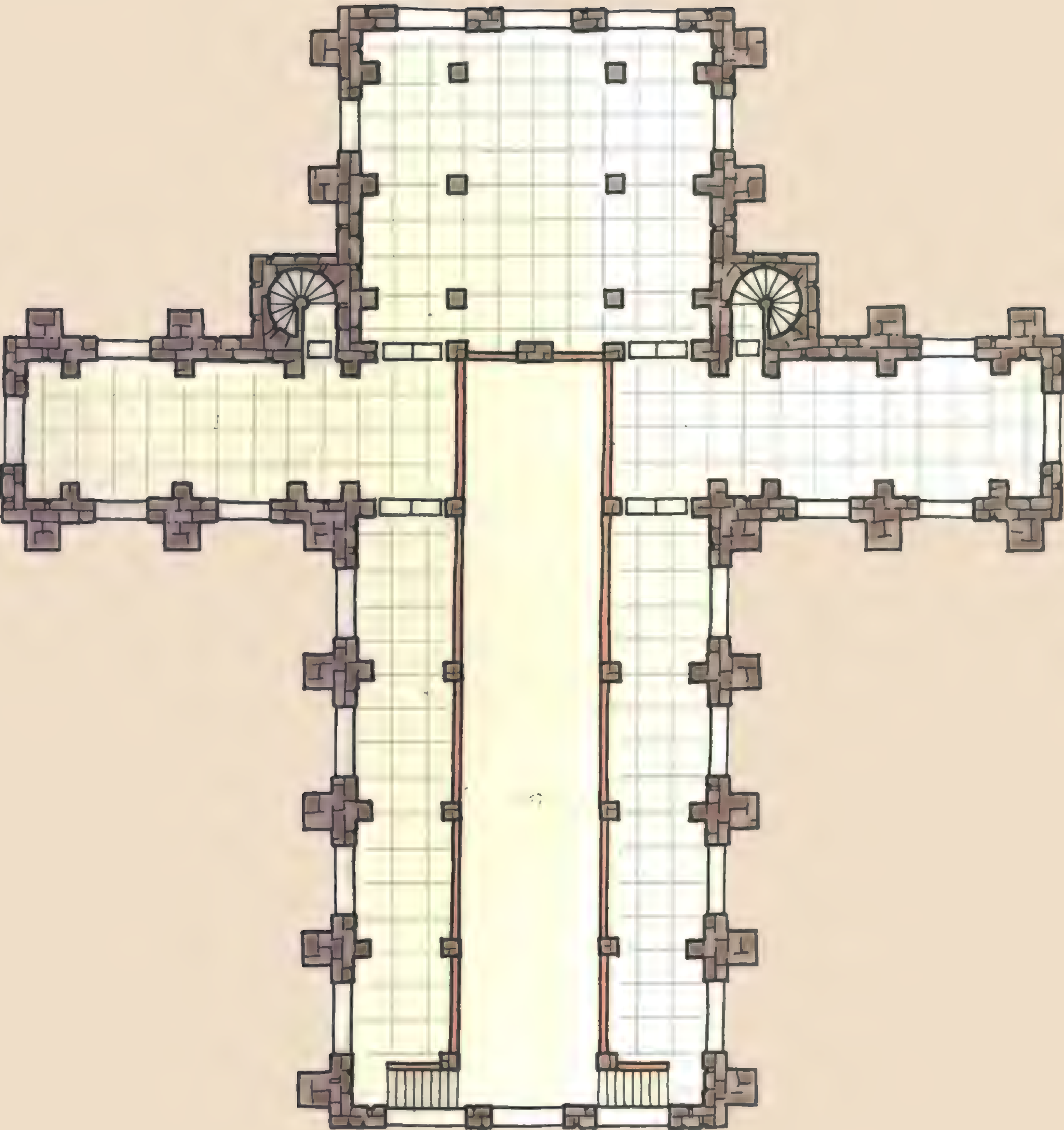
Cathedral

[first floor]



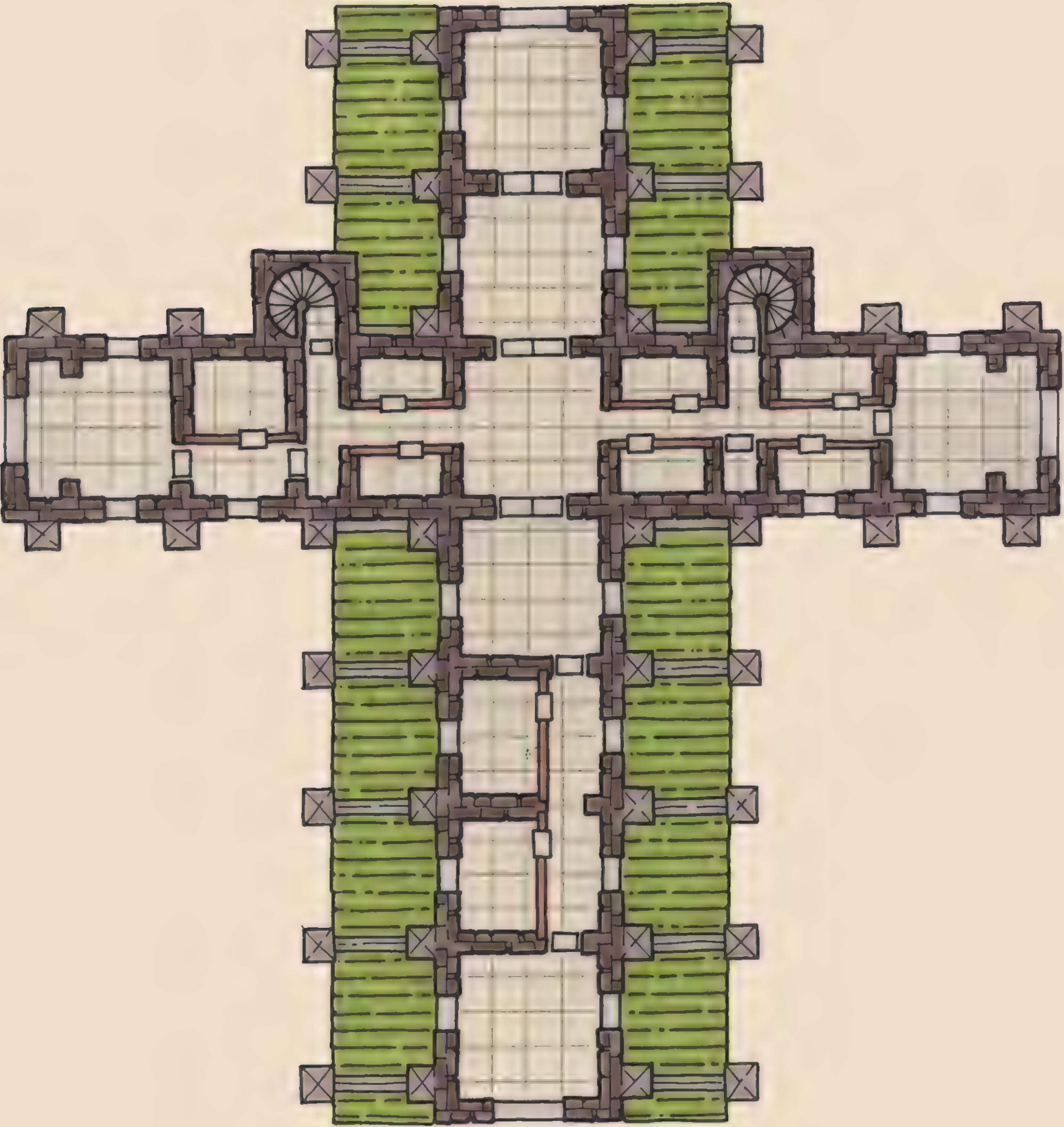
Cathedral

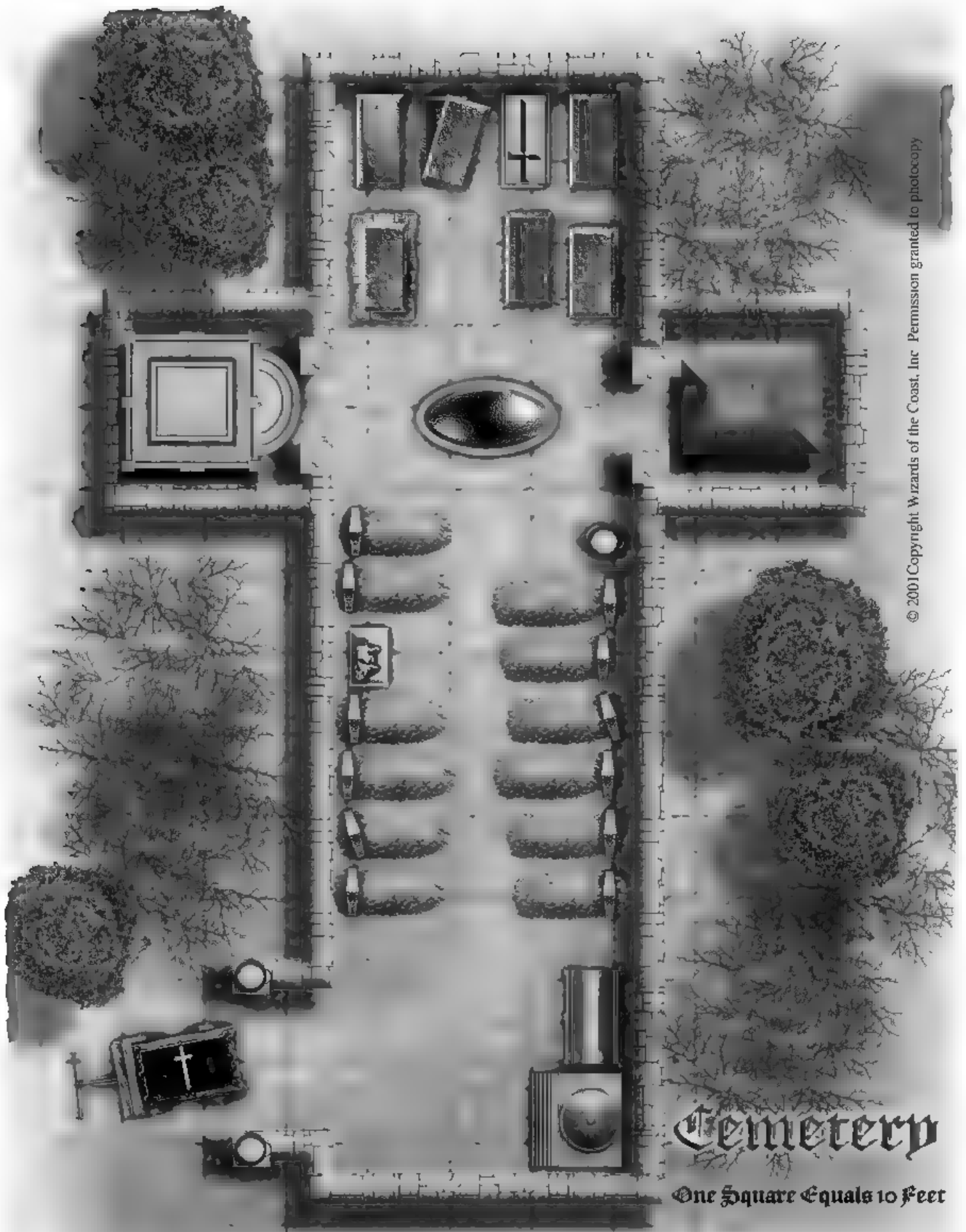
[second floor]



Cathedral

[third floor]







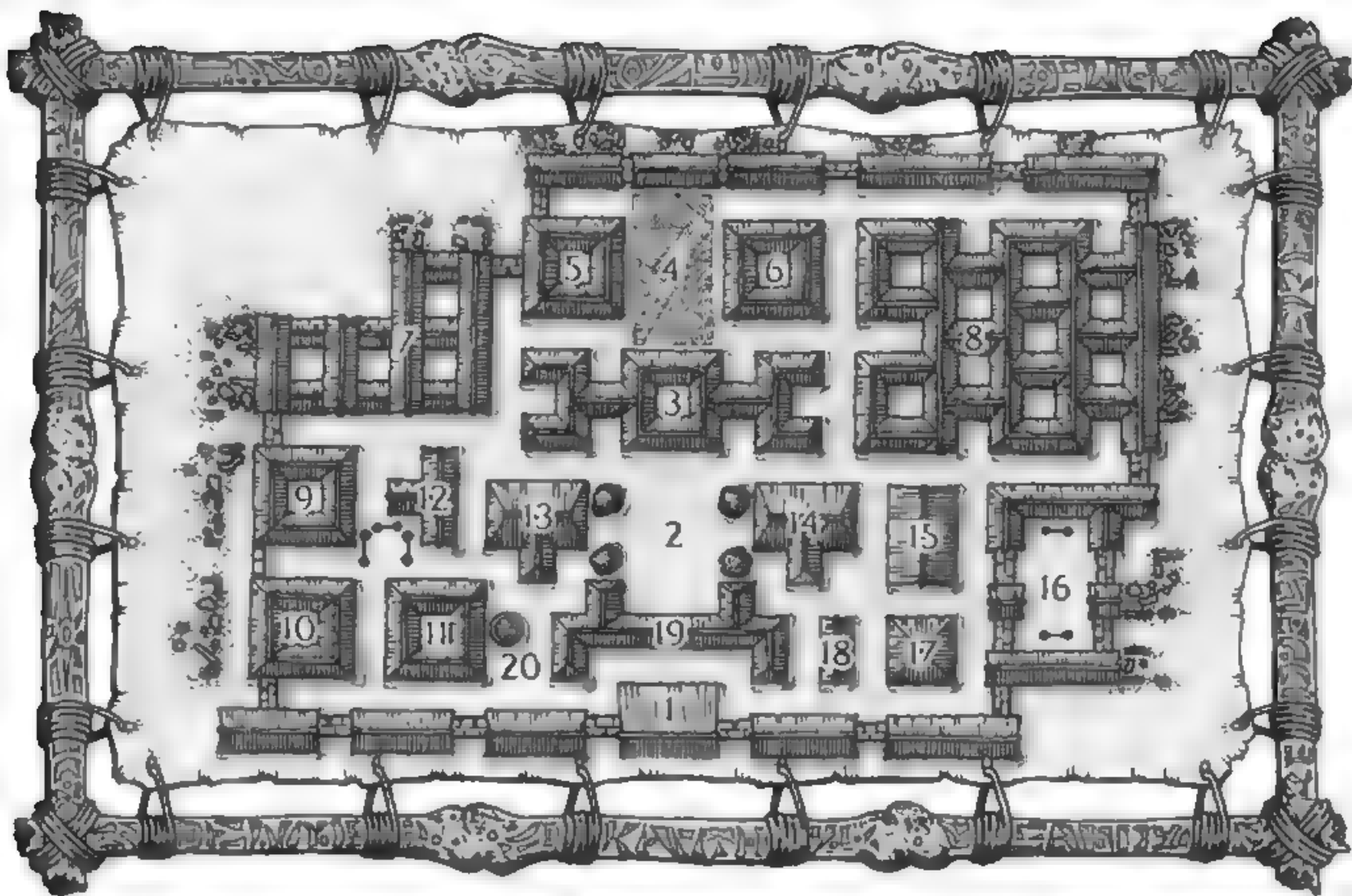


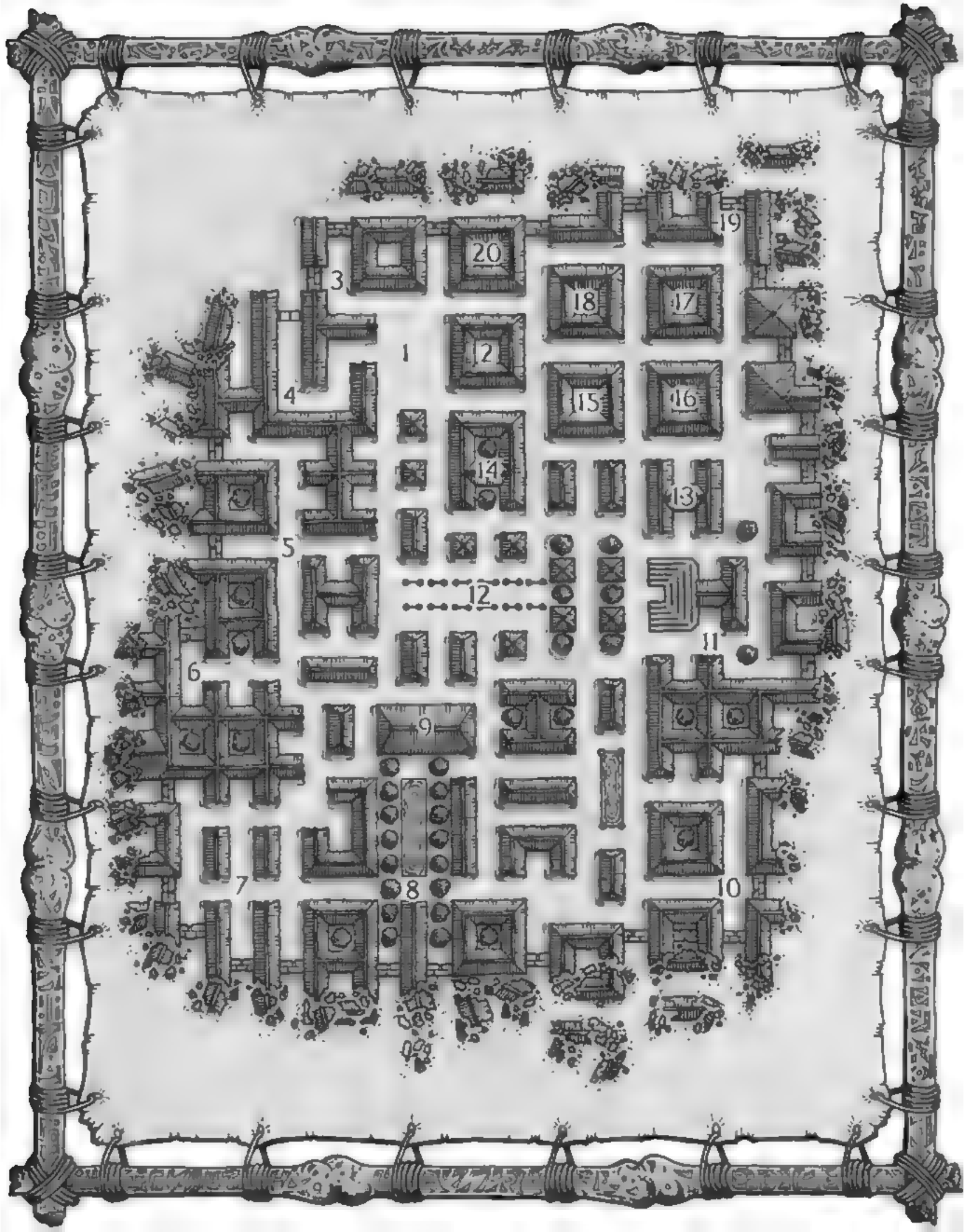


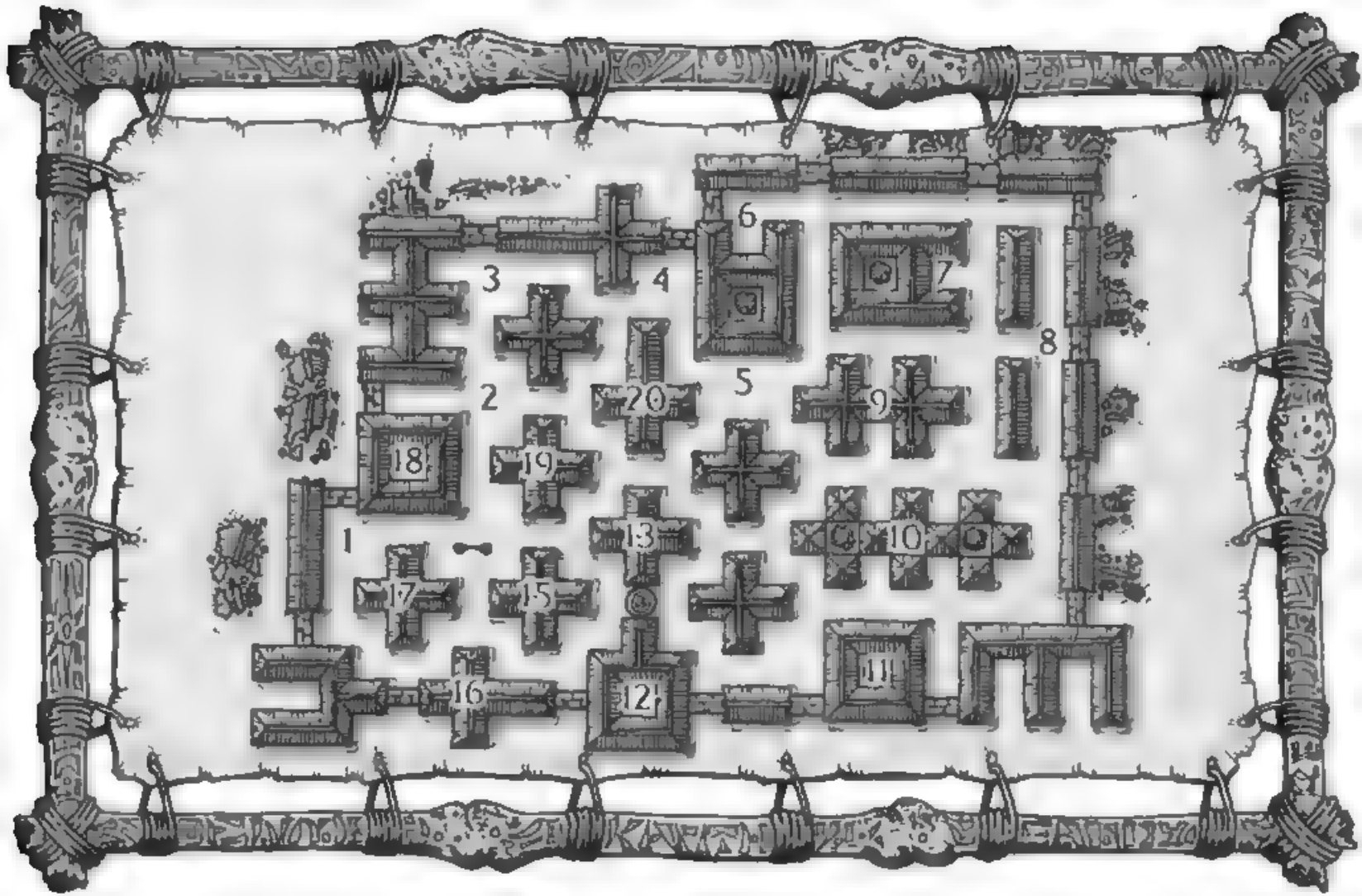


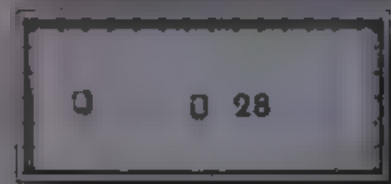
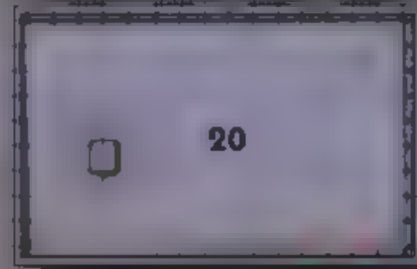
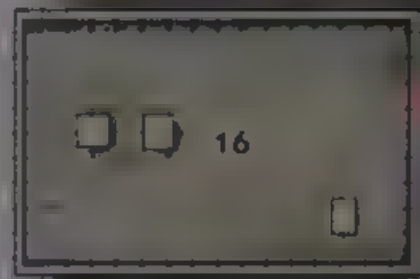
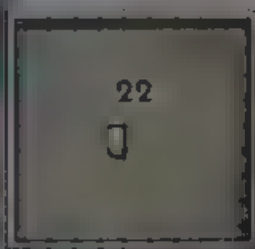
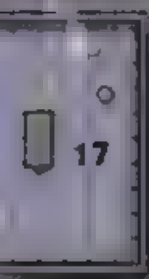
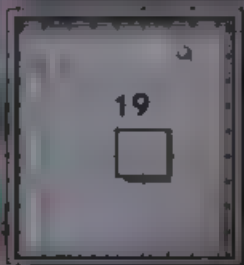
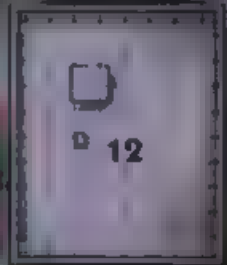
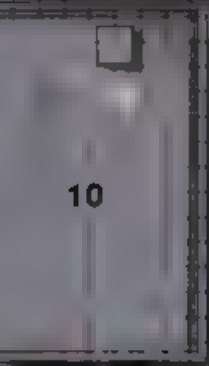
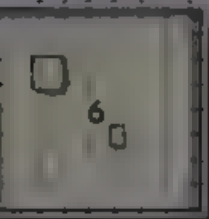
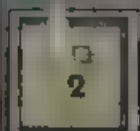














Legend

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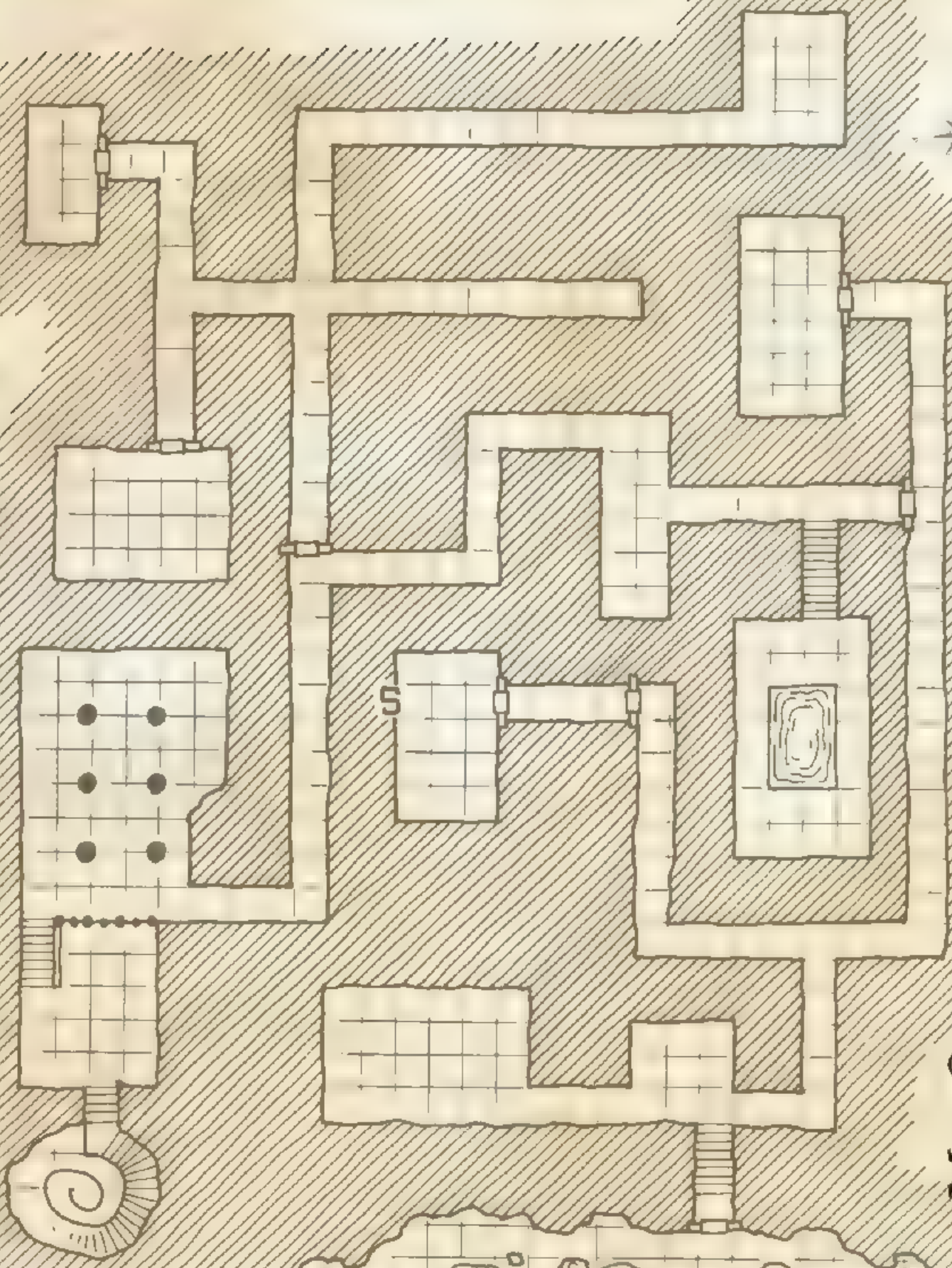
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Scale: _____





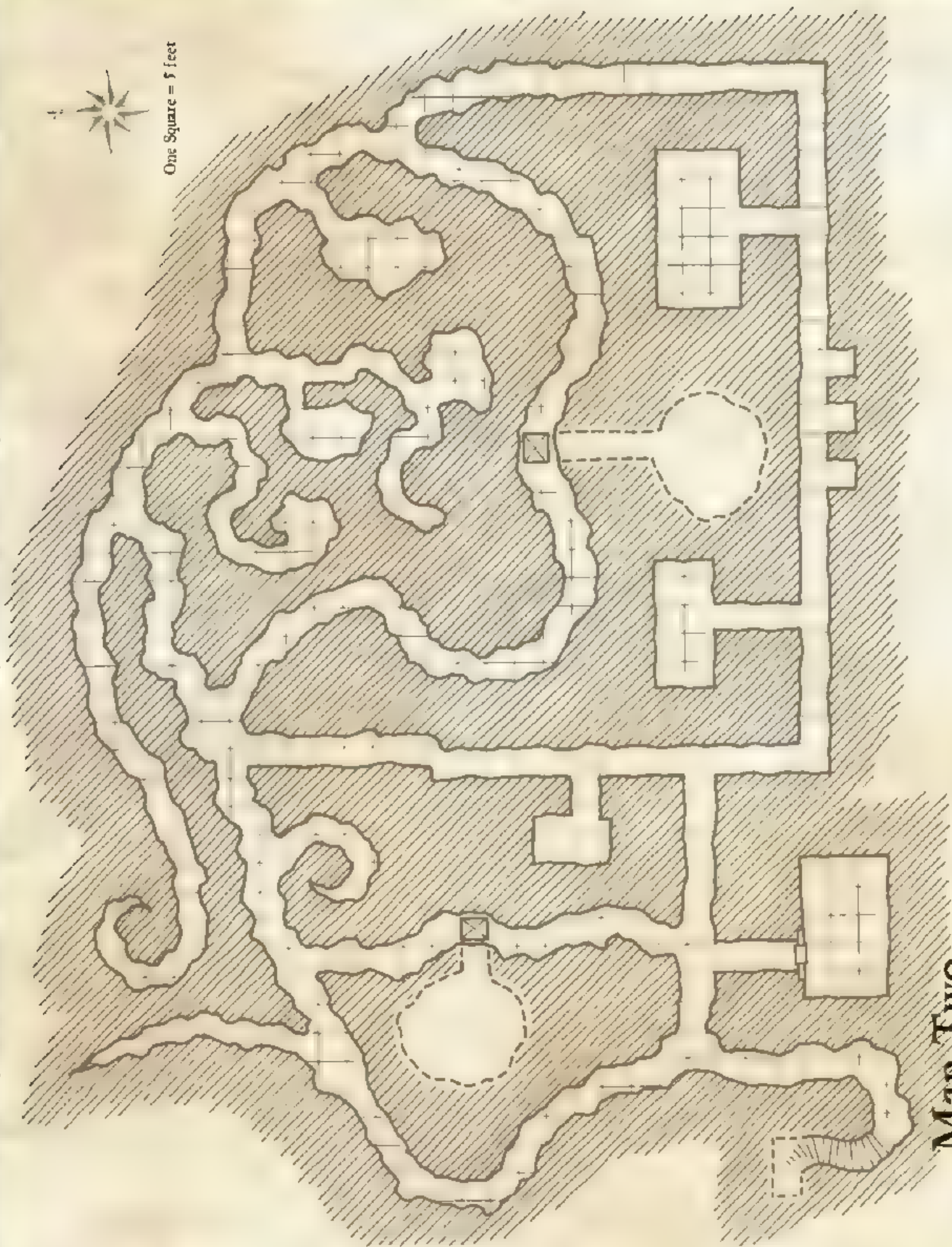
One Square = 5 feet



Map One

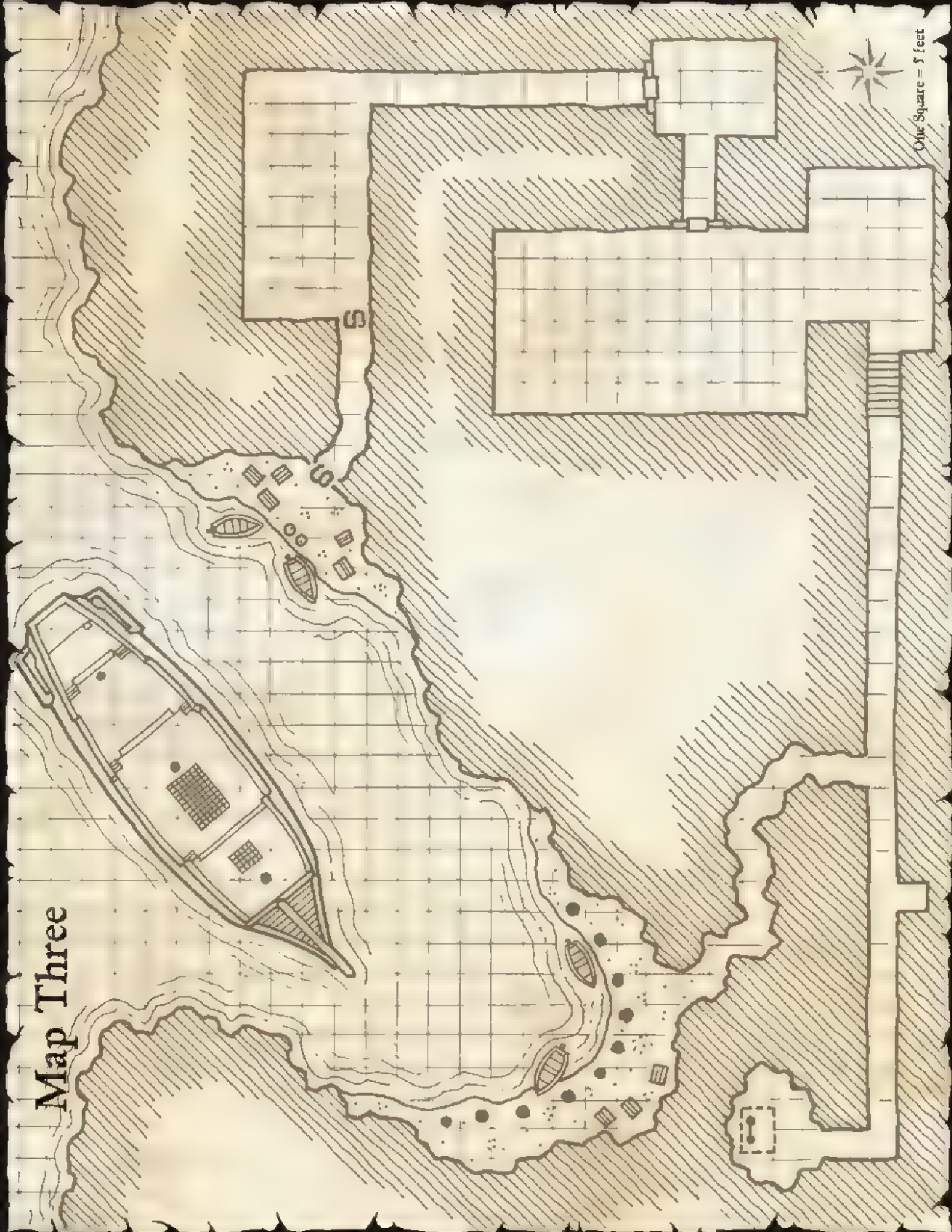


One Square = 5 feet

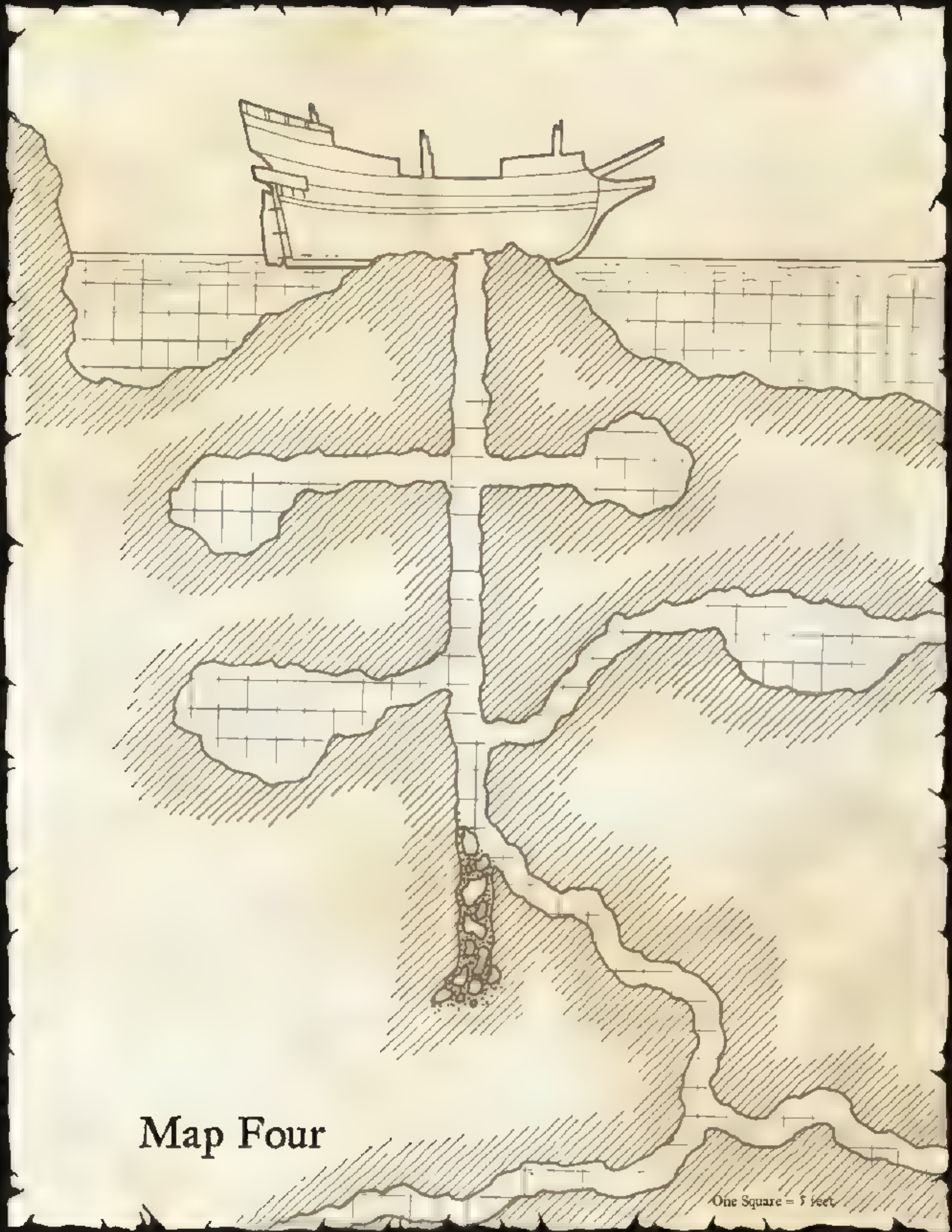


Map Two

Map Three



One Square = 5 feet



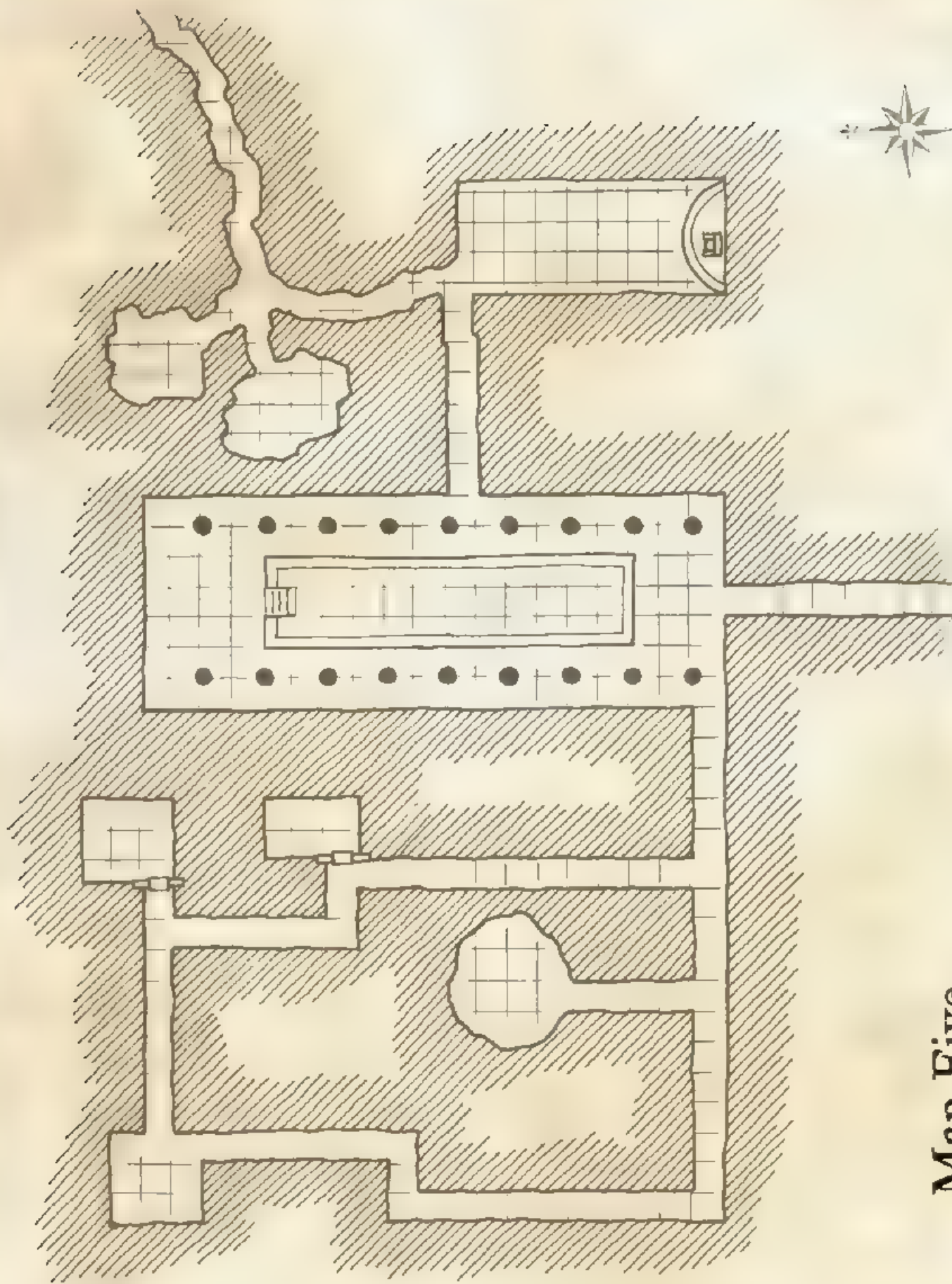
Map Four

One Square = 5 feet



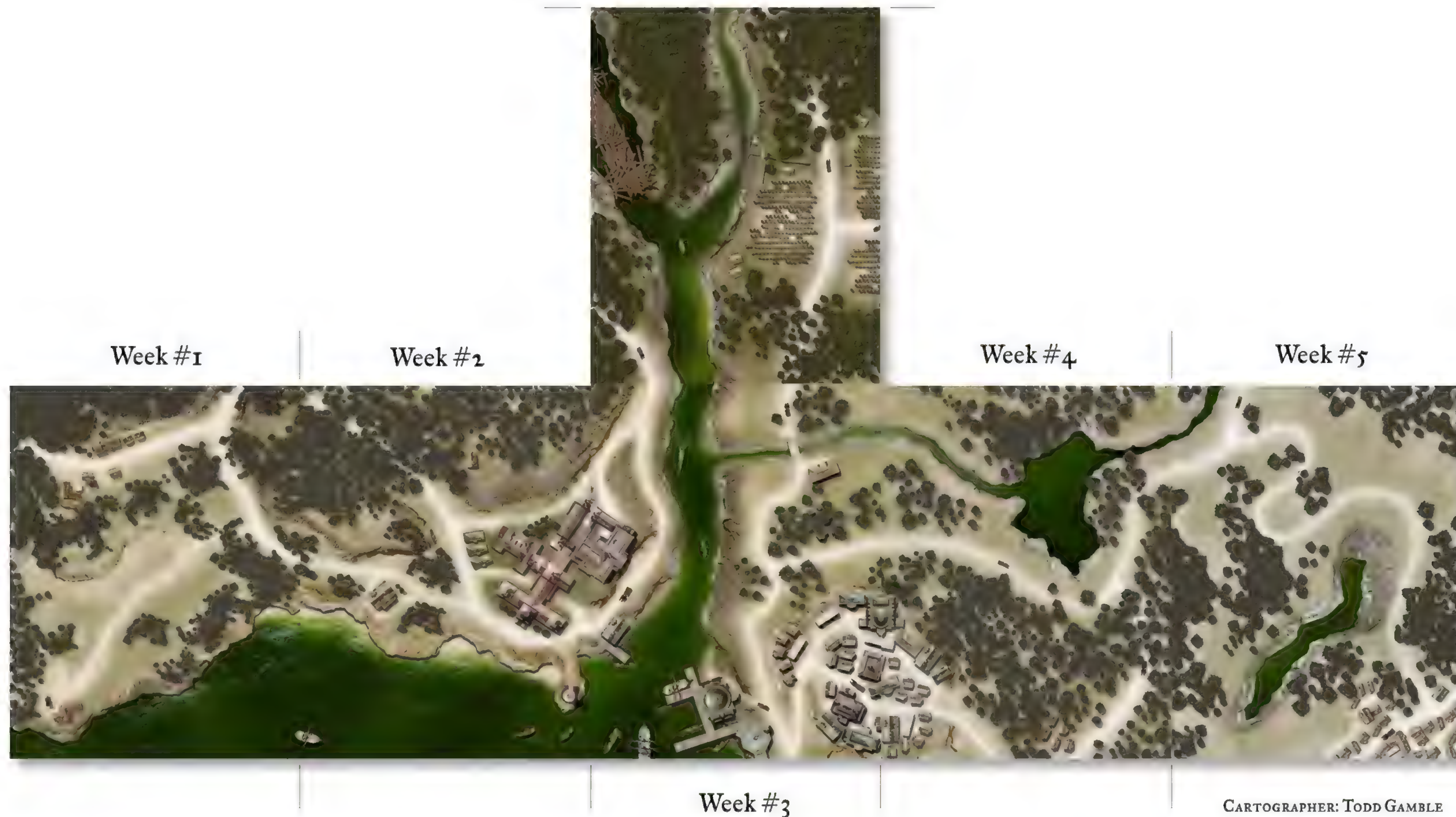
One Square = 5 feet

Map Five



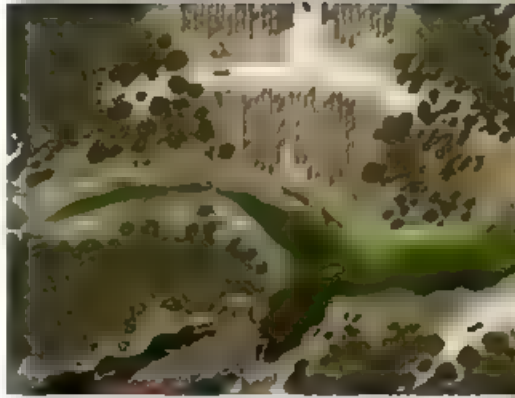
JANUARY 2002: MAP OF THE WEEK

Week #3 Bonus Map



JANUARY 2002: MAP OF THE WEEK

Week #3 Bonus Map



Week #1

Week #2

Week #4

Week #5

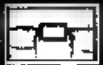
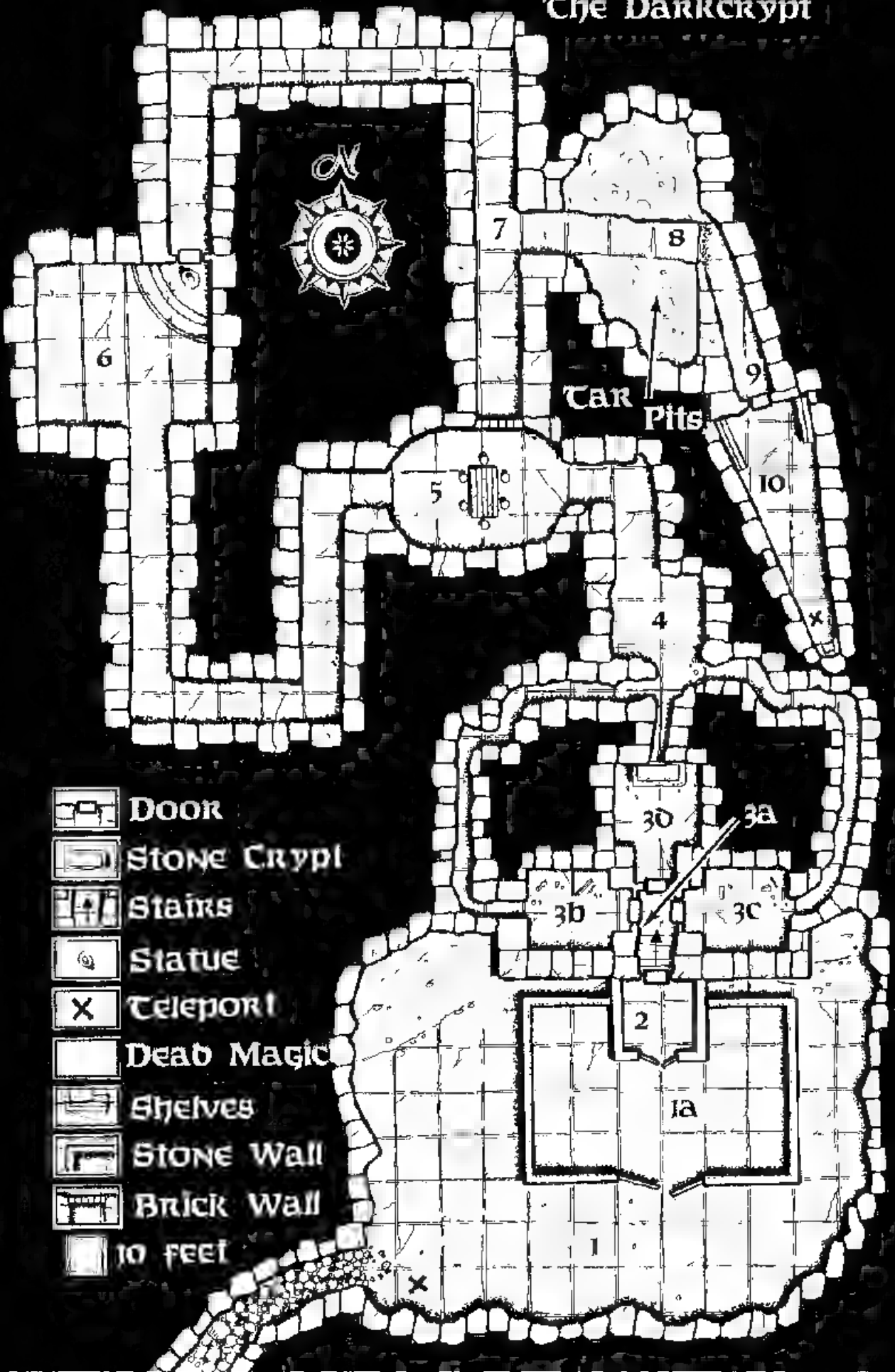


Week #3

Cartoonist: Todd Gustaf



The Darkcrypt



Door



Stone Crypt



Stairs



Statue



Teleport



Dead Magic



Shelves



Stone Wall



Brick Wall



10 feet





Master Key



Altar



Archway



Arrow Slot



Bars



Bench



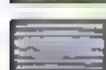
Boulder



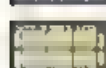
Coal Pile



Creature Starting Area



Curtain/Tapestries



Defensive Matting



Door



Door, One-way



Secret Door



Concealed Door



Well-Hidden Secret Door



Warded Secret Door



Fireplaces



Fire Trap



Forge



Furnaces



Gas Cloud



Ladder



Levers



Memorial Slab



Mine Car



Murder Hole (Ceiling)



Murder Hole (Floor)



Oven



Pillars



Pit



Pit, Covered



Portcullis



Pungi Sticks



Railing



Raised Passage



Ramp/Chute



Rot-grub Colony



Sand



Sarcophagus



Secret Trap Door



Shifting Feature



Sinkhole



Spiral Stairs



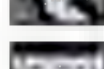
Stairs



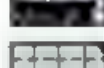
Statue



Subterranean Passage



Trapped Ceiling



Trapped Floor

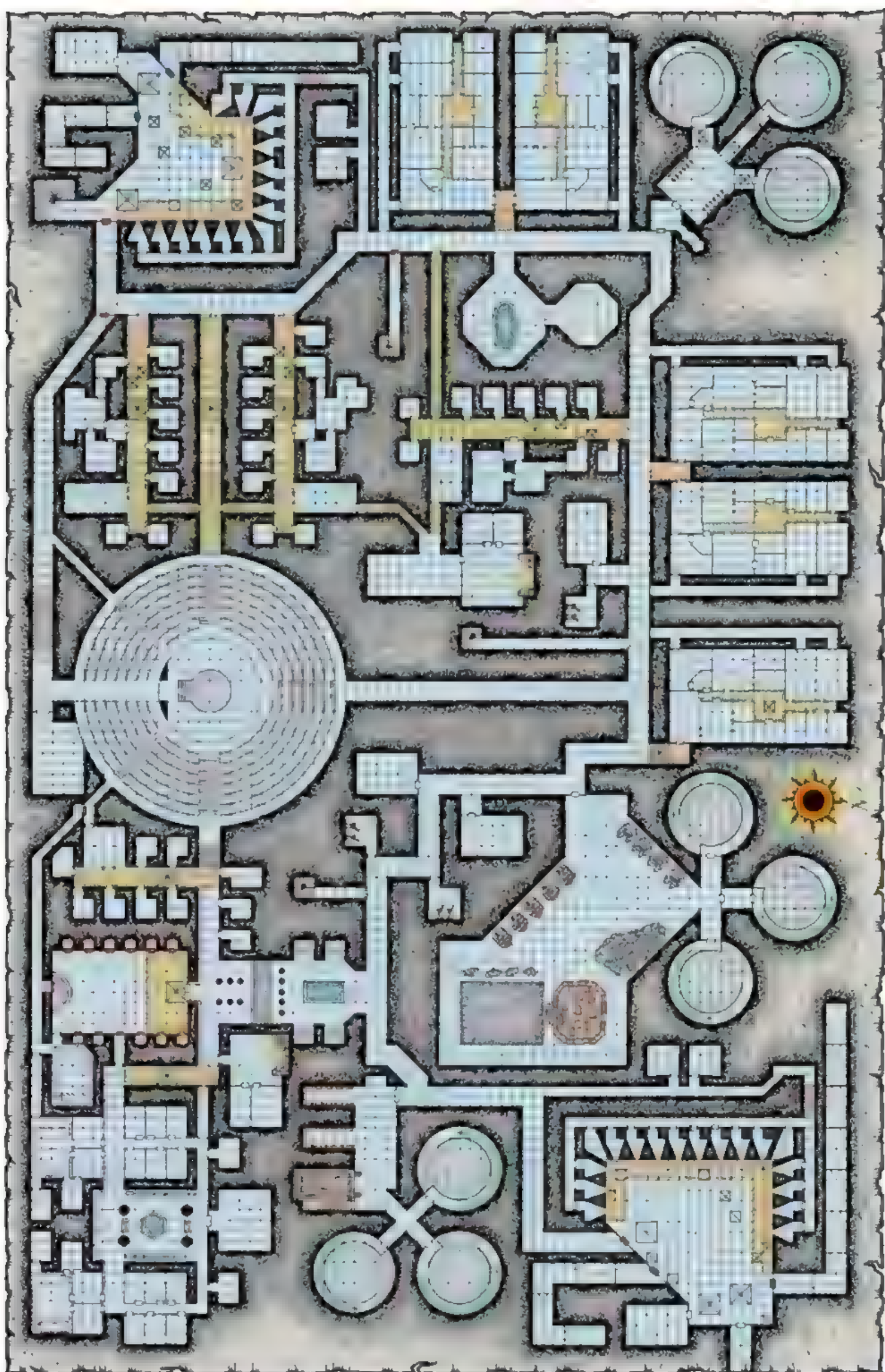


Tun



Water



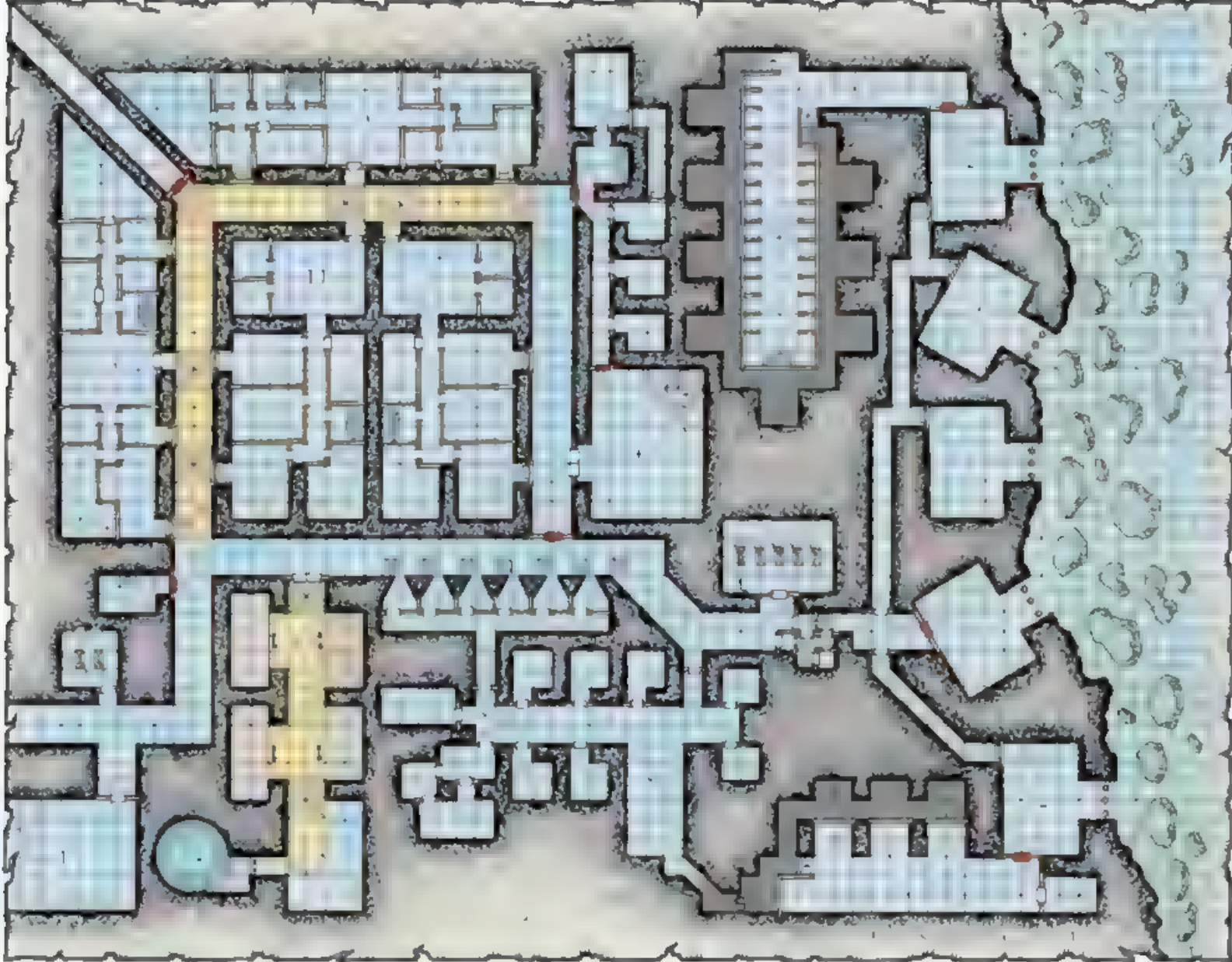




General Key

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One square equals five feet

INDUSTRIAL
Stitches

TAKER'S LOCK →

THE DITCH
BEAST

THE ARCANIC
REMAINS

THE KNIFE
IN THE RIVER

SEAFARERS
ARCH

GATE KEYS

LAST KISS
BLOSSOM

SUICIDE
FALLS

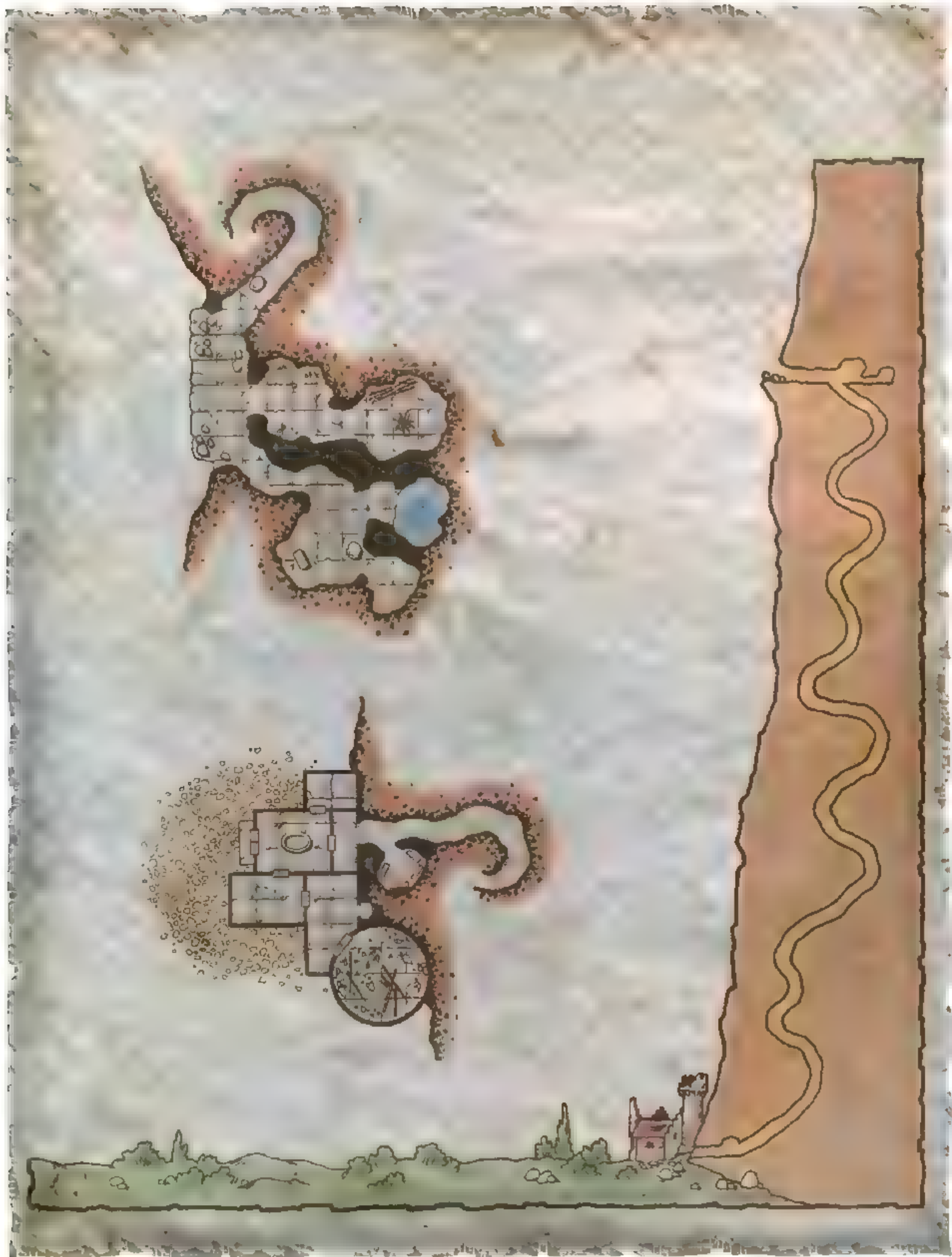




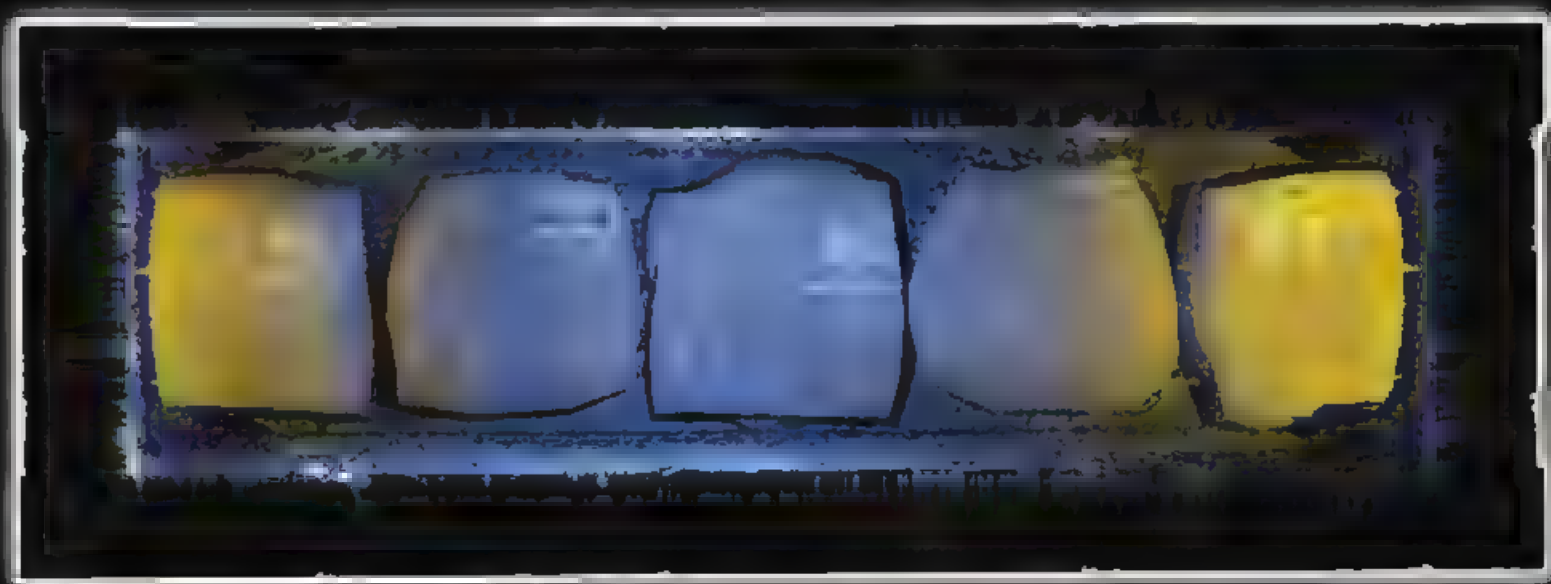








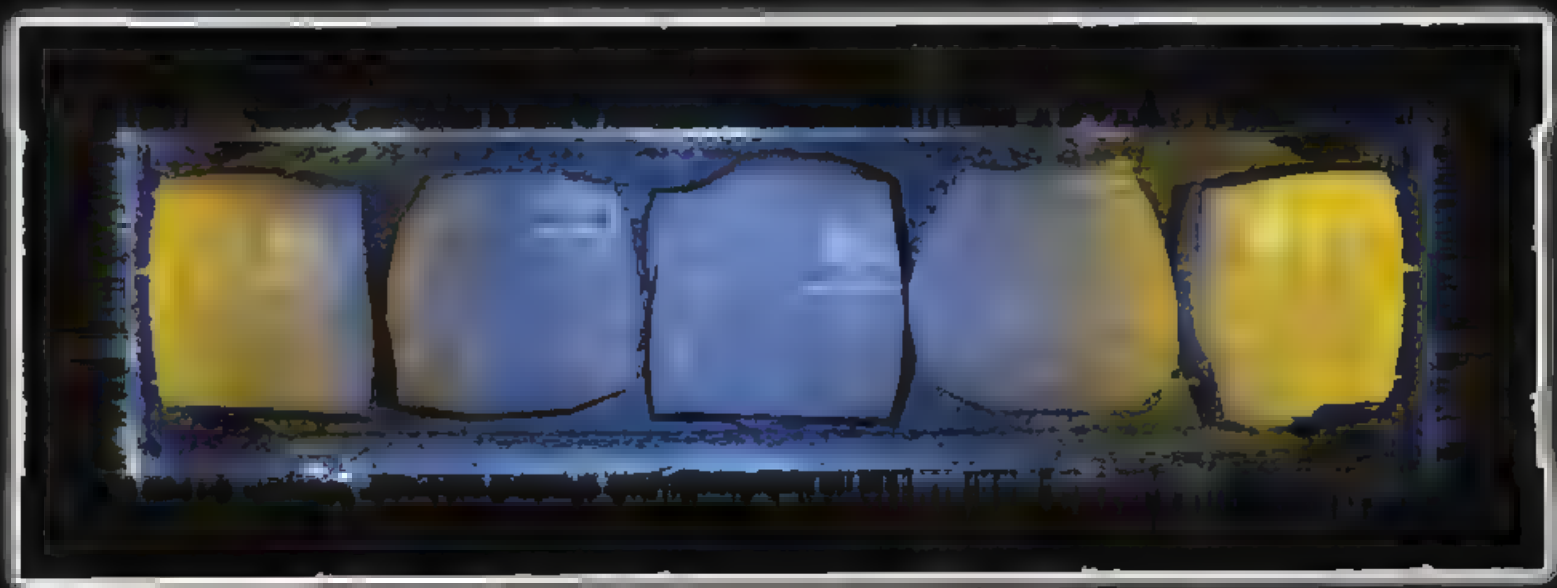


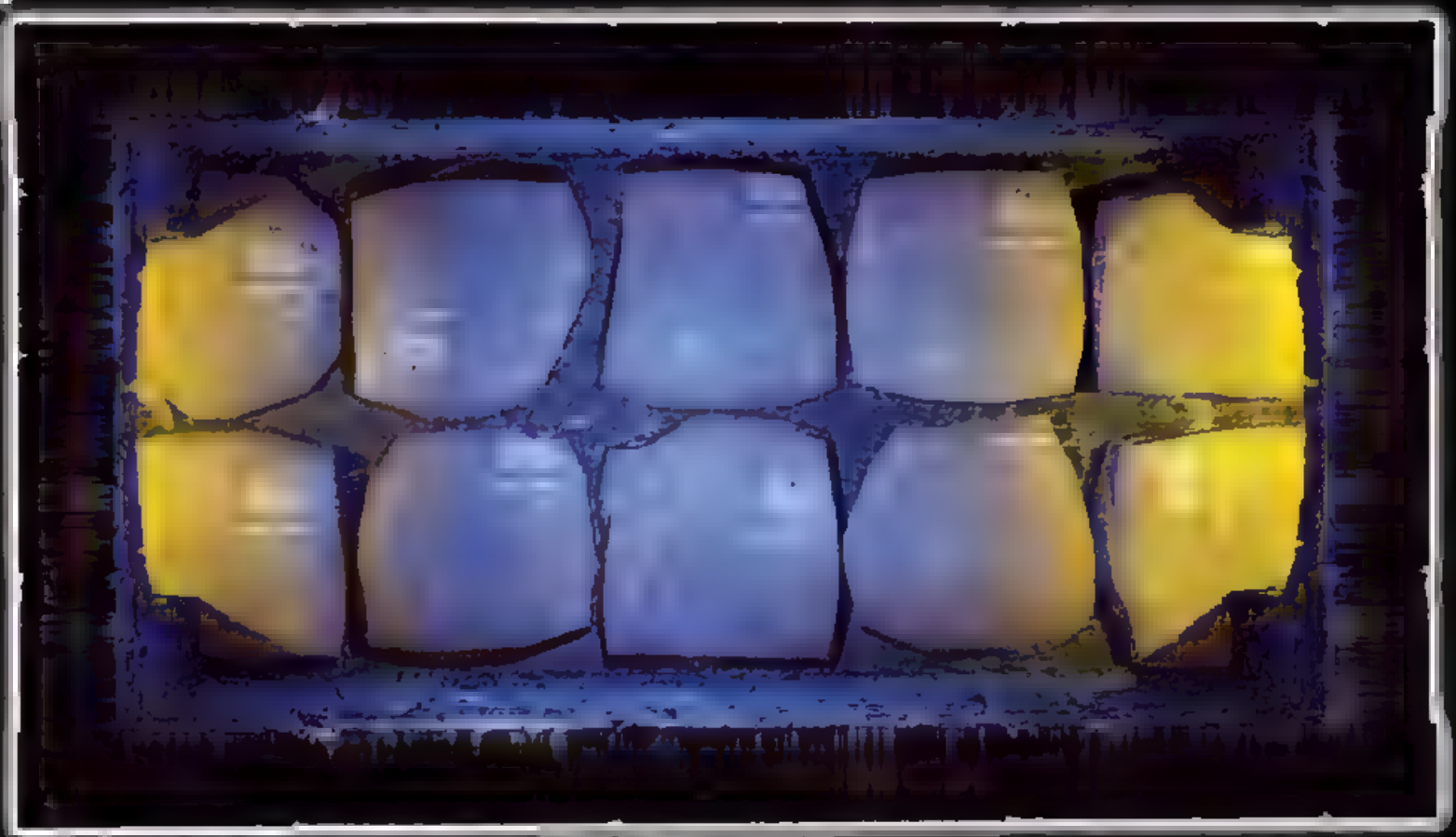
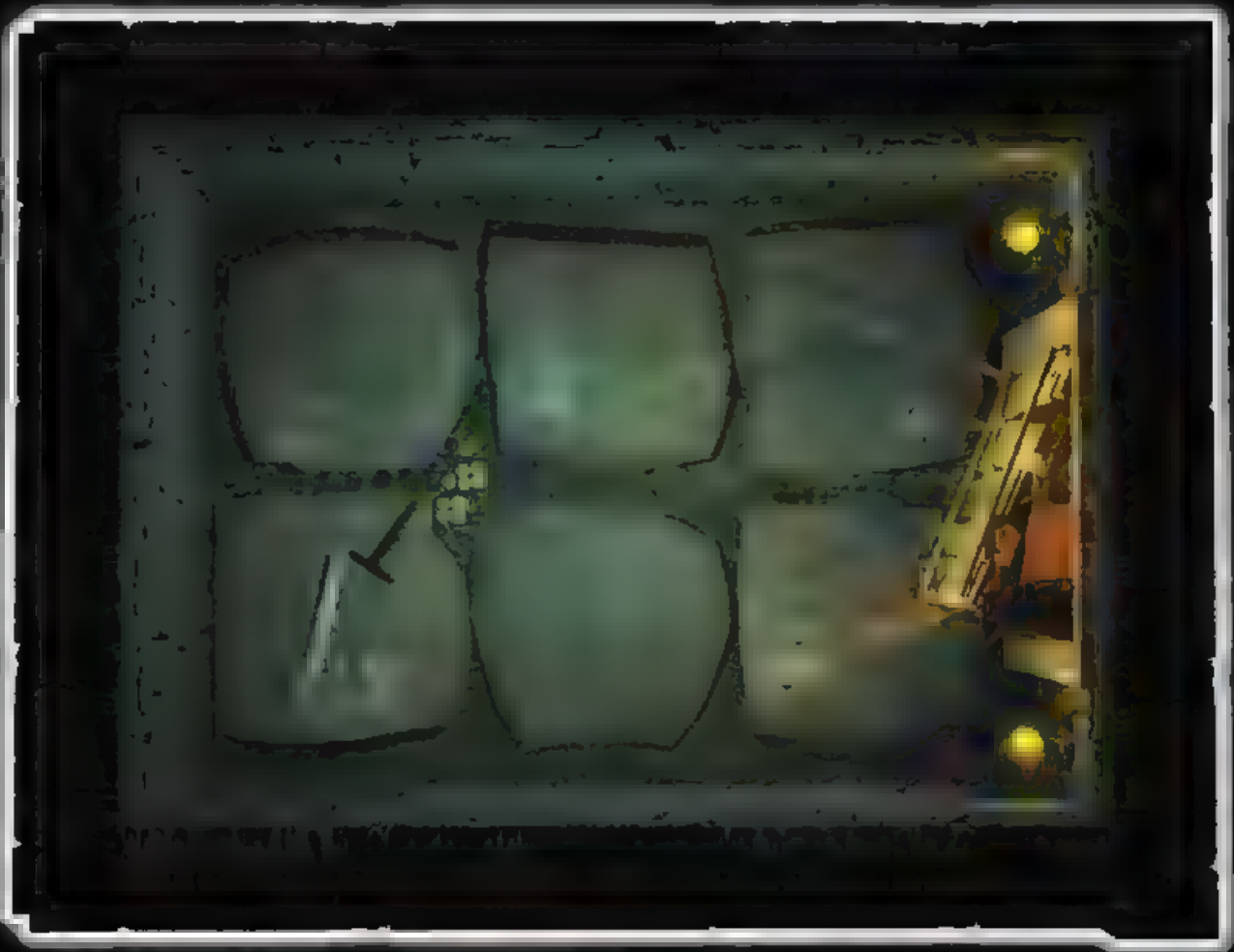


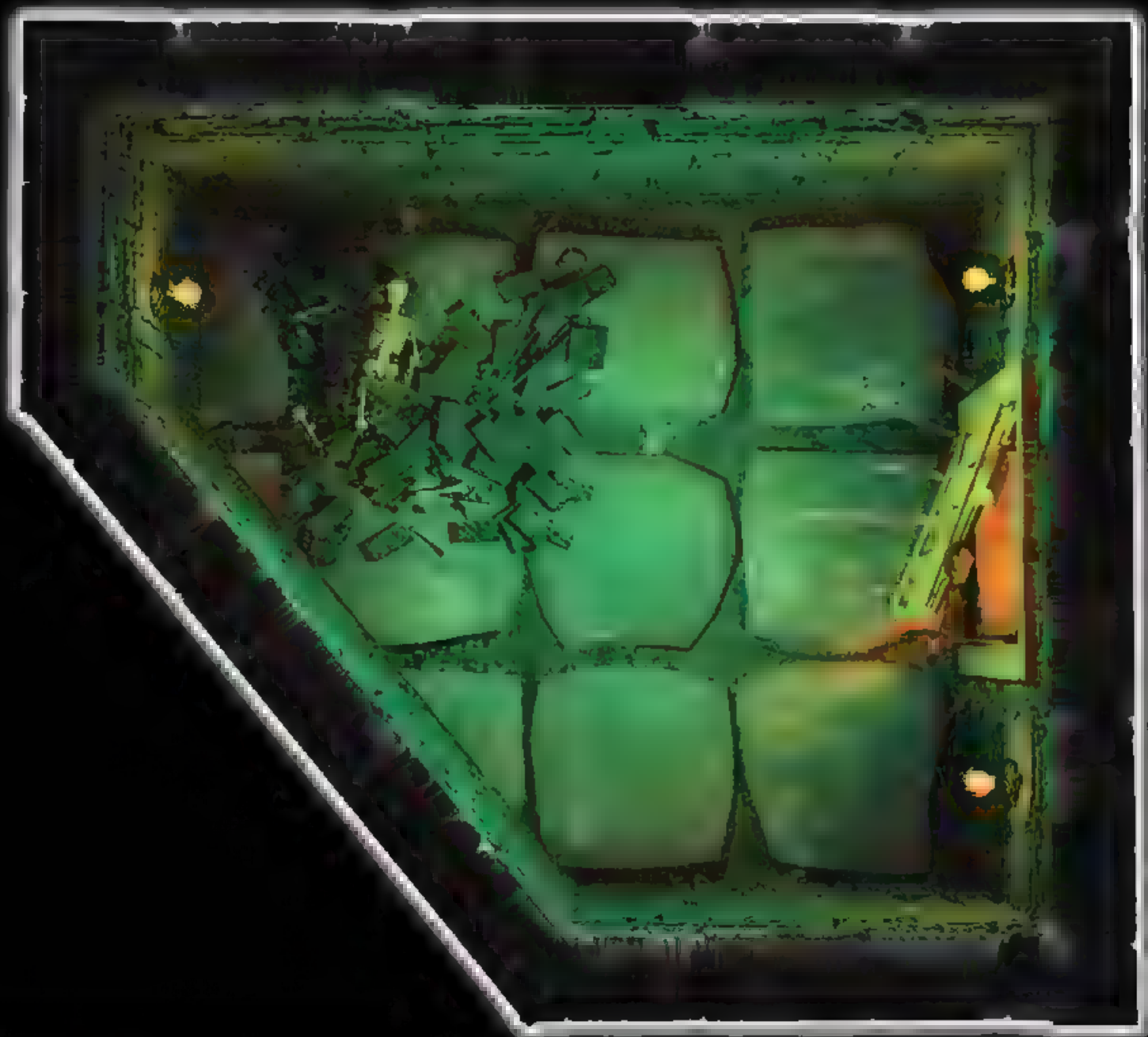








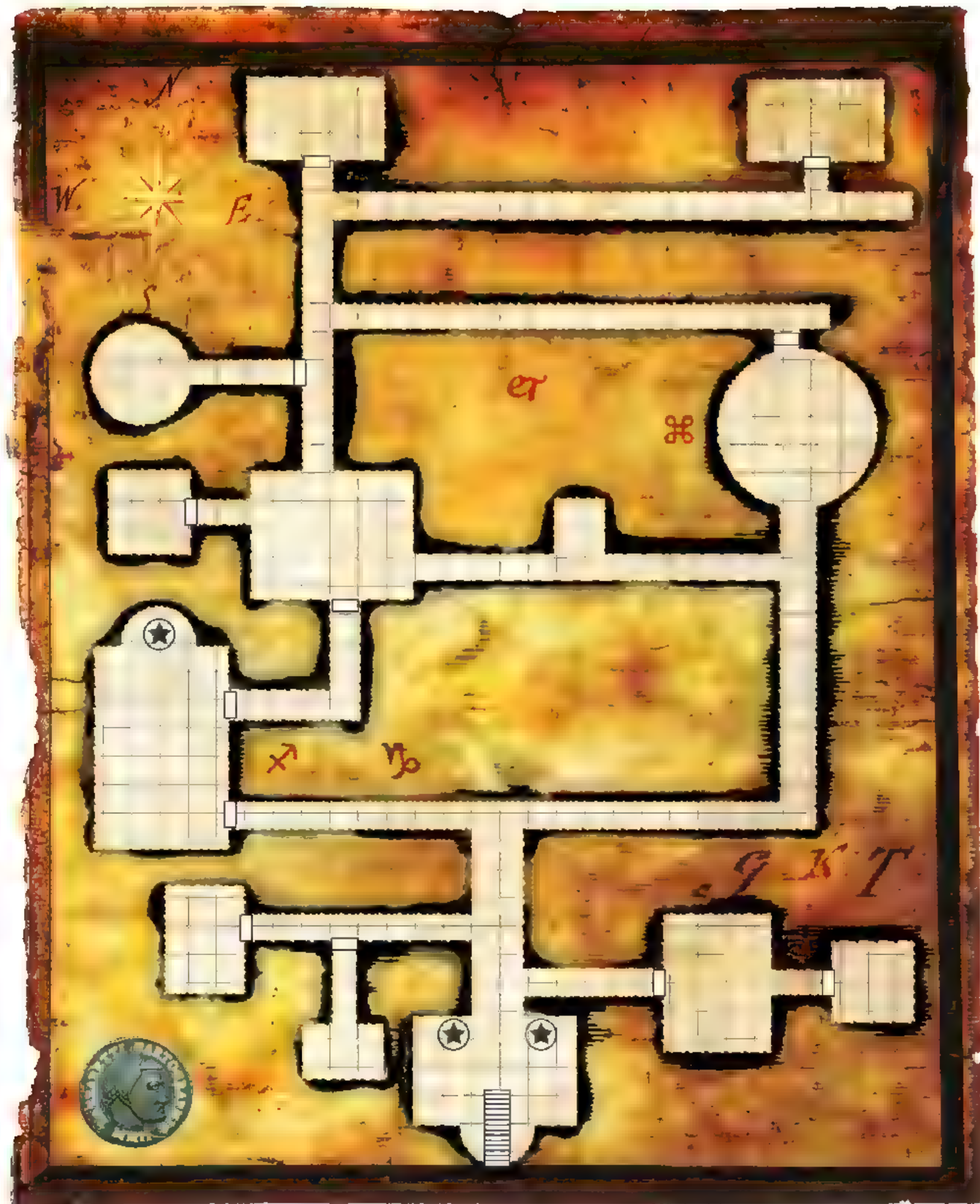




















Fort Egypt

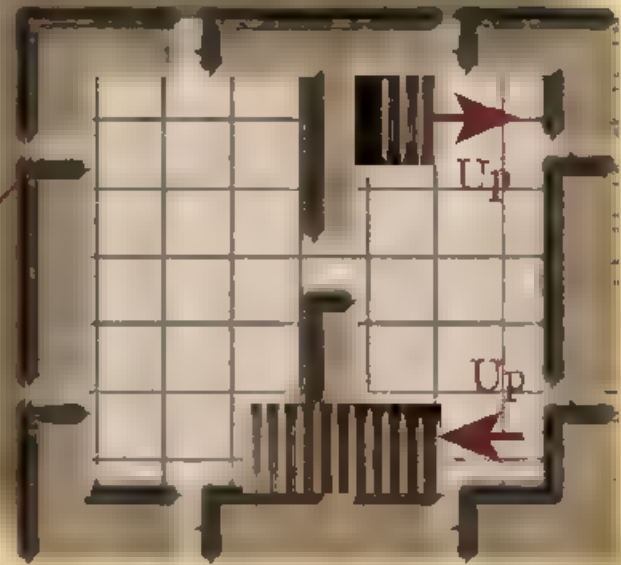
0 5 10 20 40

scale in feet

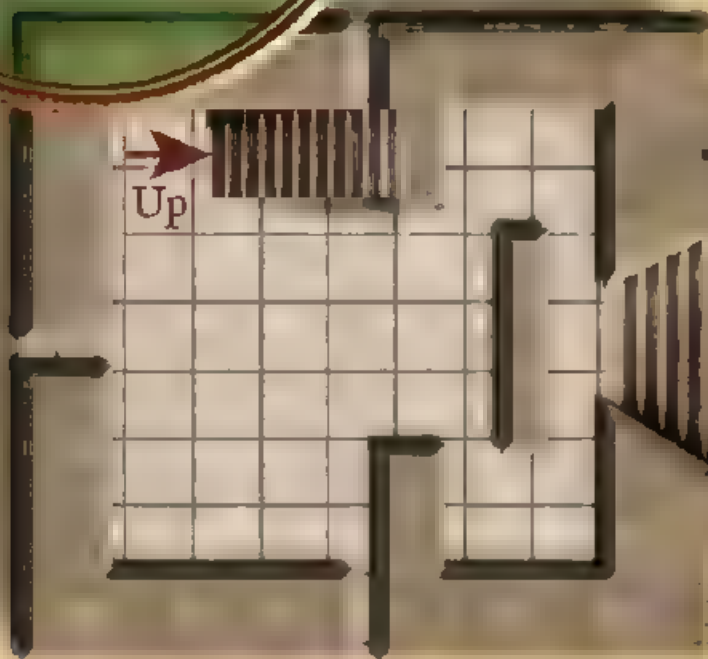


Exterior Lantern

Arrow Slit



Mid
Level 2



Ground Level-1

Exterior Lantern

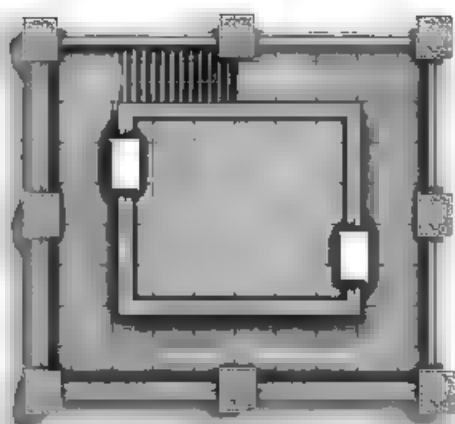
Up

Todd Gamble, Cartographer

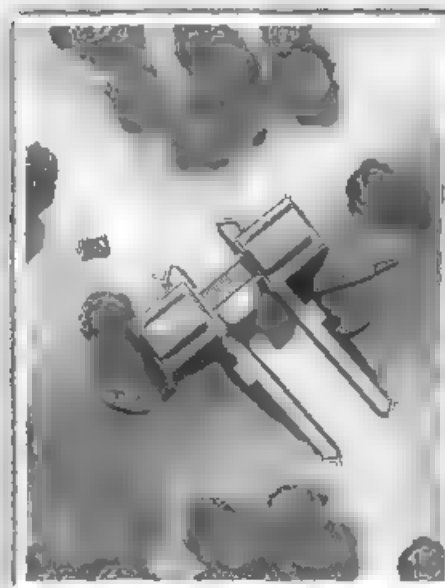


Gate Keep

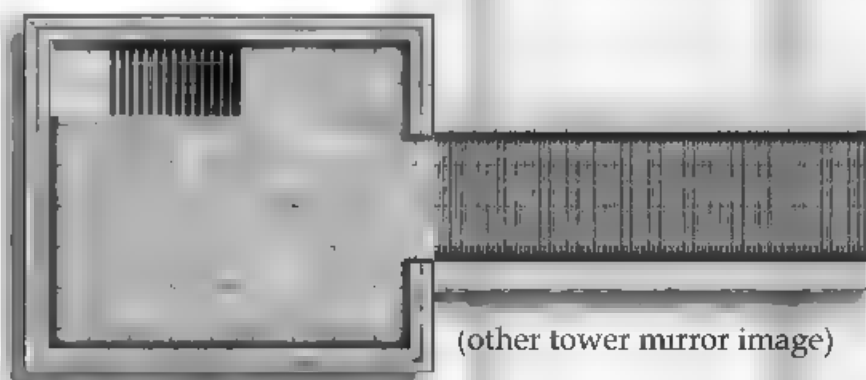
One Square Equals 5 Feet



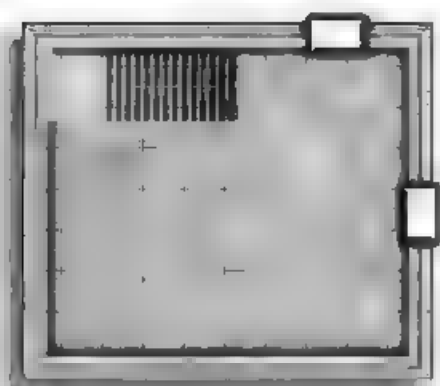
Level 3



Overview Map



Level 2



Level 1



Tunnel Bridge (plan view) over the Catherine River

Merchants Row is a welcome site for weary travelers, for here one can purchase most anything, including the secrets of the subterranean kingdom.



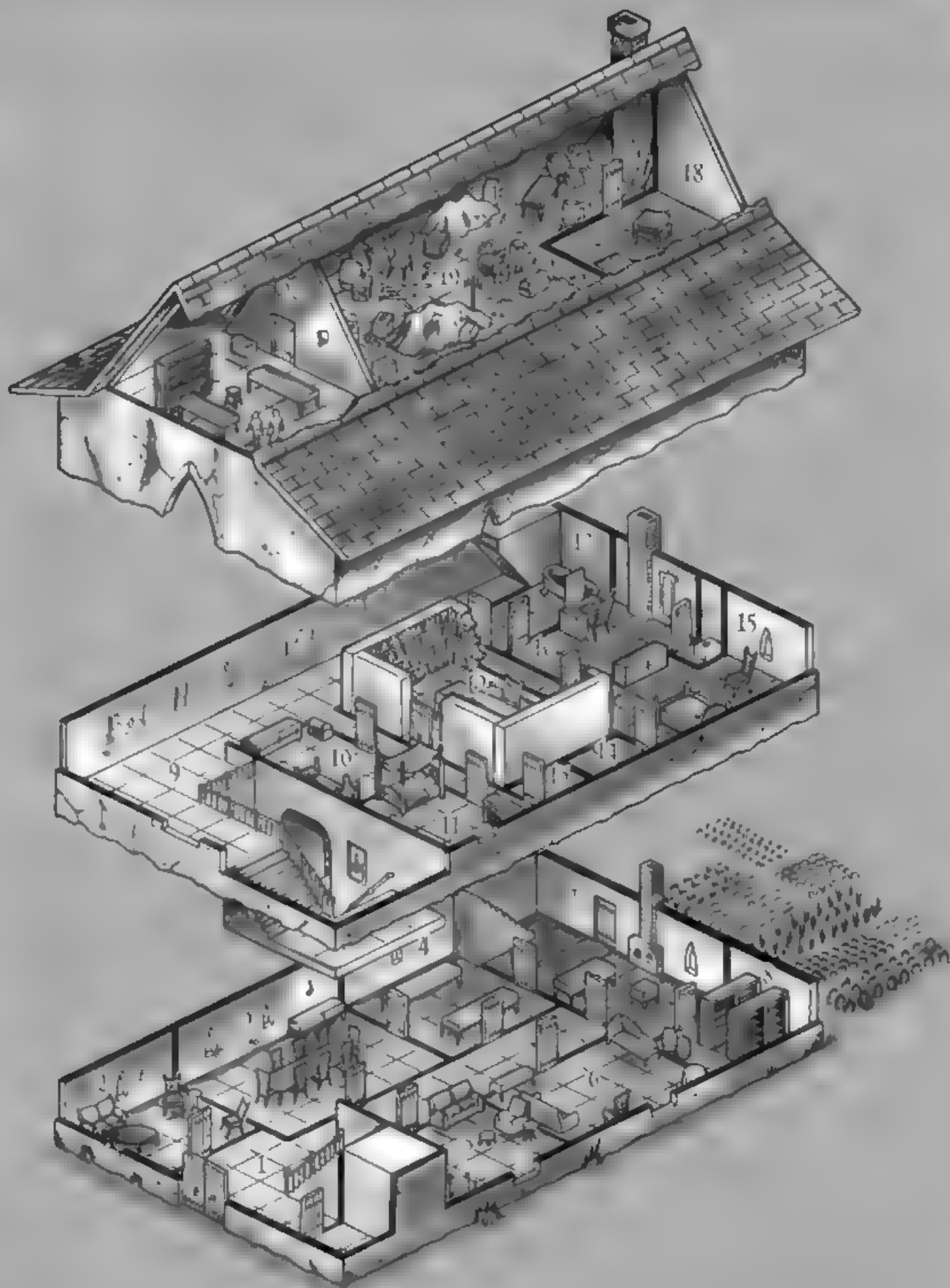
The "Great Arch" of the "Great Petrified Worm" forms a natural bridge over the deep waters of the Catherine River. The tunnels within the arch are the result of the petrification of the worm's digestive system. Very little modification was needed to create a wide and safe enough passage for the many travelers, traders and wagons that pass through this bridge.









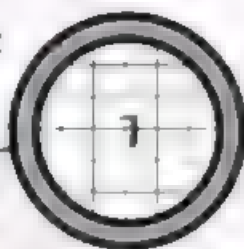


Haunted Village

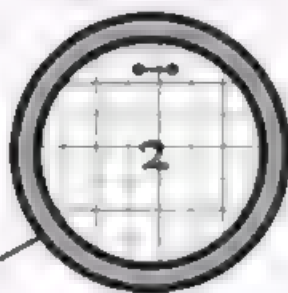
overview map



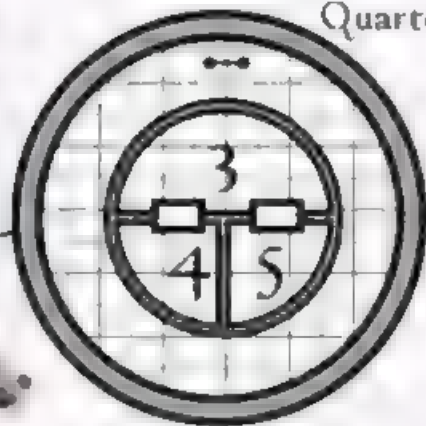
Upper
Lookout



Upper Quarters
Level Two



Upper
Quarters



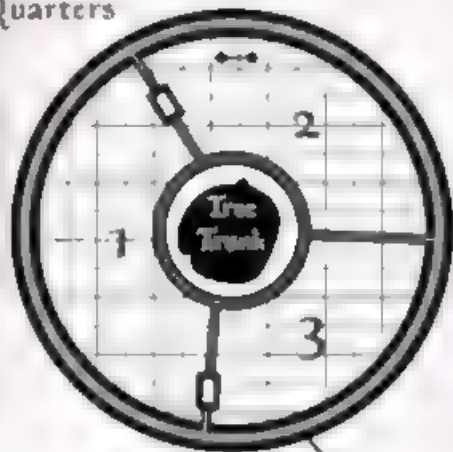
Lookout
Post



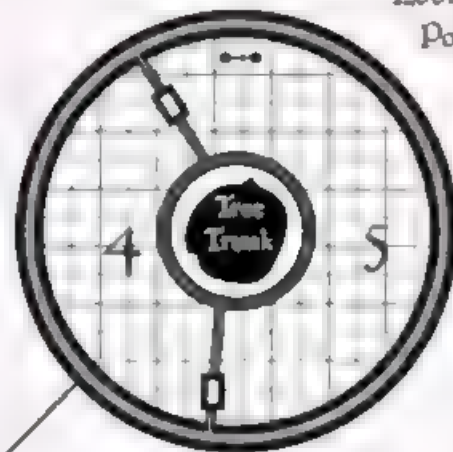
Main
Level



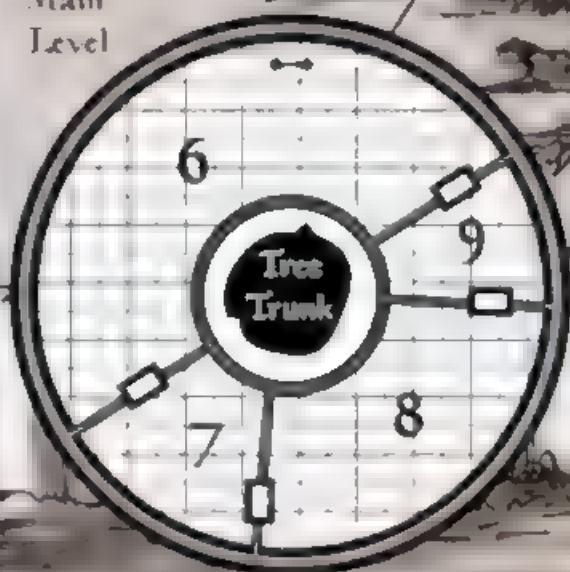
Secondary
Quarters



Lookout
Post



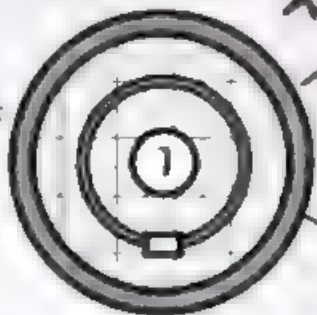
Main
Level



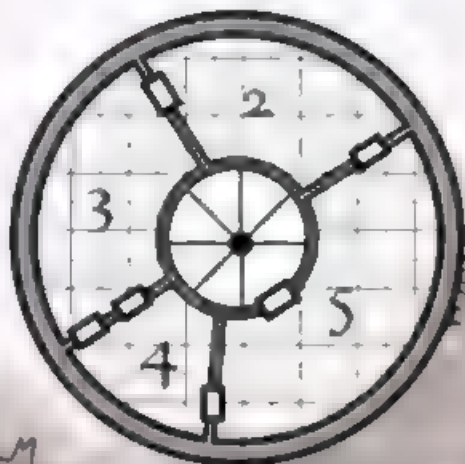
Upper
Quarters



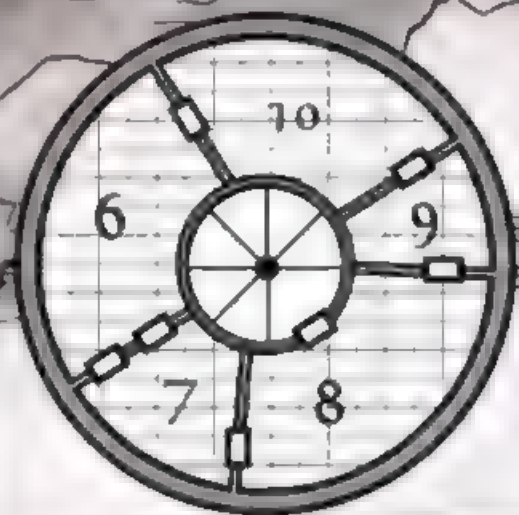
Lookout
Loft



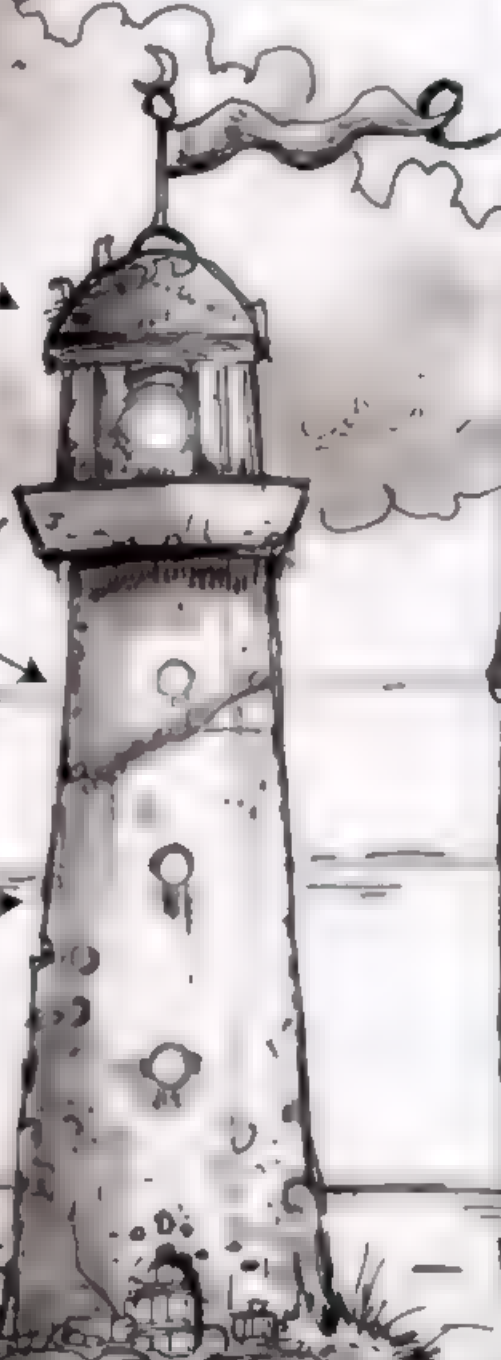
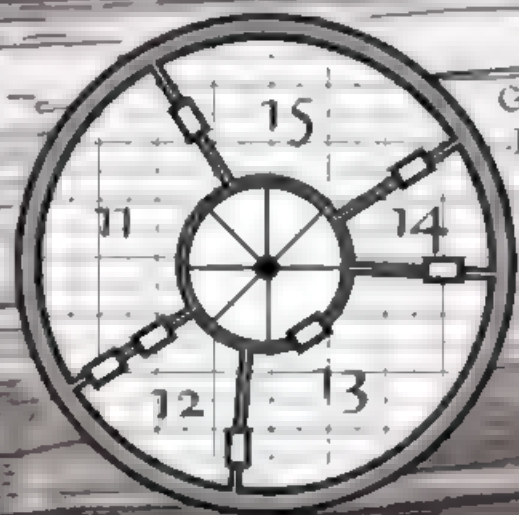
Second
Floor



First
Floor



Ground
Level



Legend

1. _____ 6. _____ 11. _____

2. _____ 7. _____ 12. _____

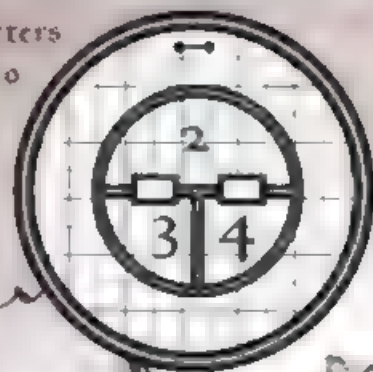
3. _____ 8. _____ 13. _____

4. _____ 9. _____ 14. _____

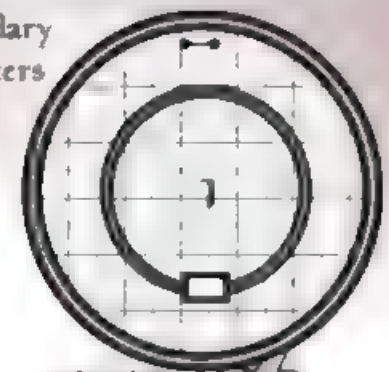
5. _____ 10. _____ 15. _____

One Square Equals:

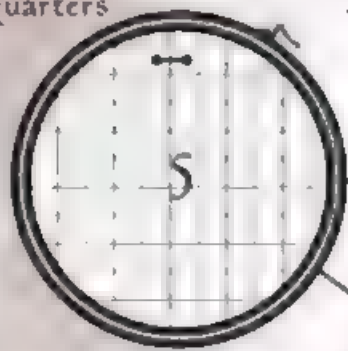
Upper Quarters
Level Two



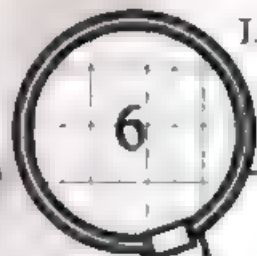
Secondary
Quarters



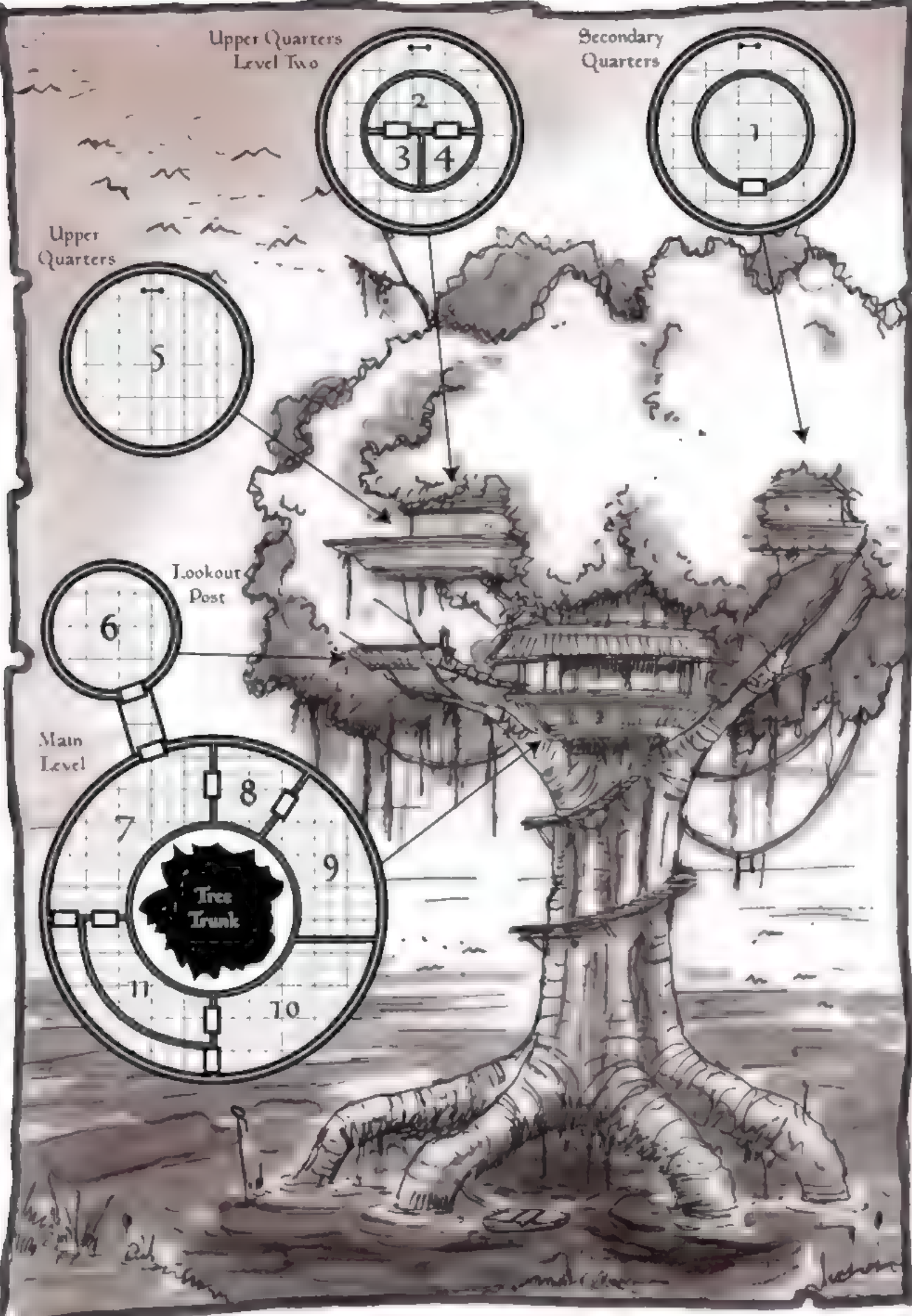
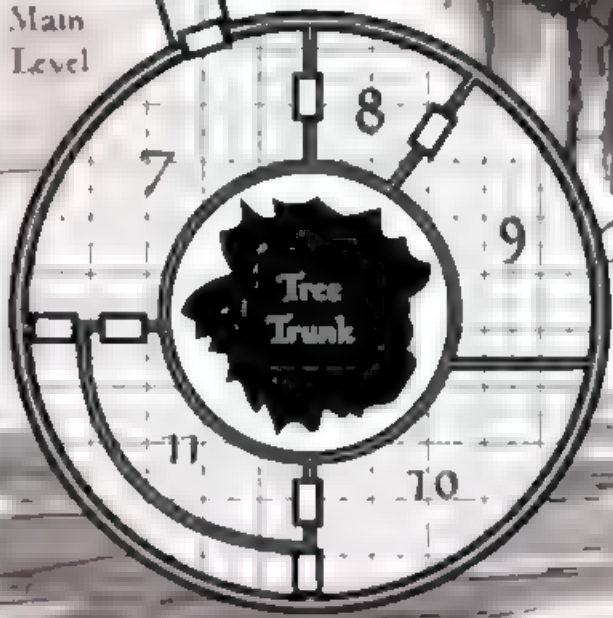
Upper
Quarters



Lookout
Post



Main
Level





Legend

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

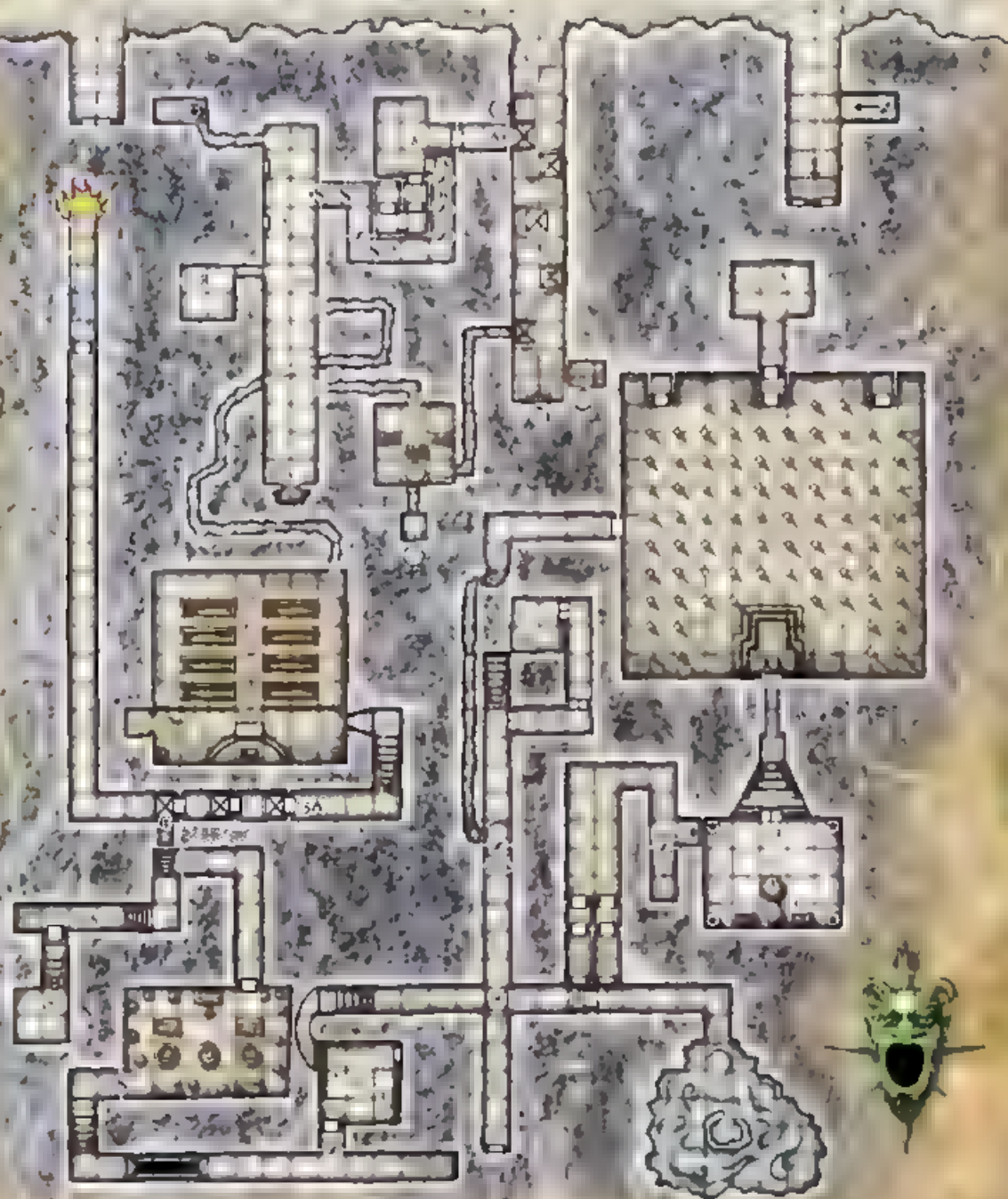
One Square Equals: _____



Tomb of Horrors

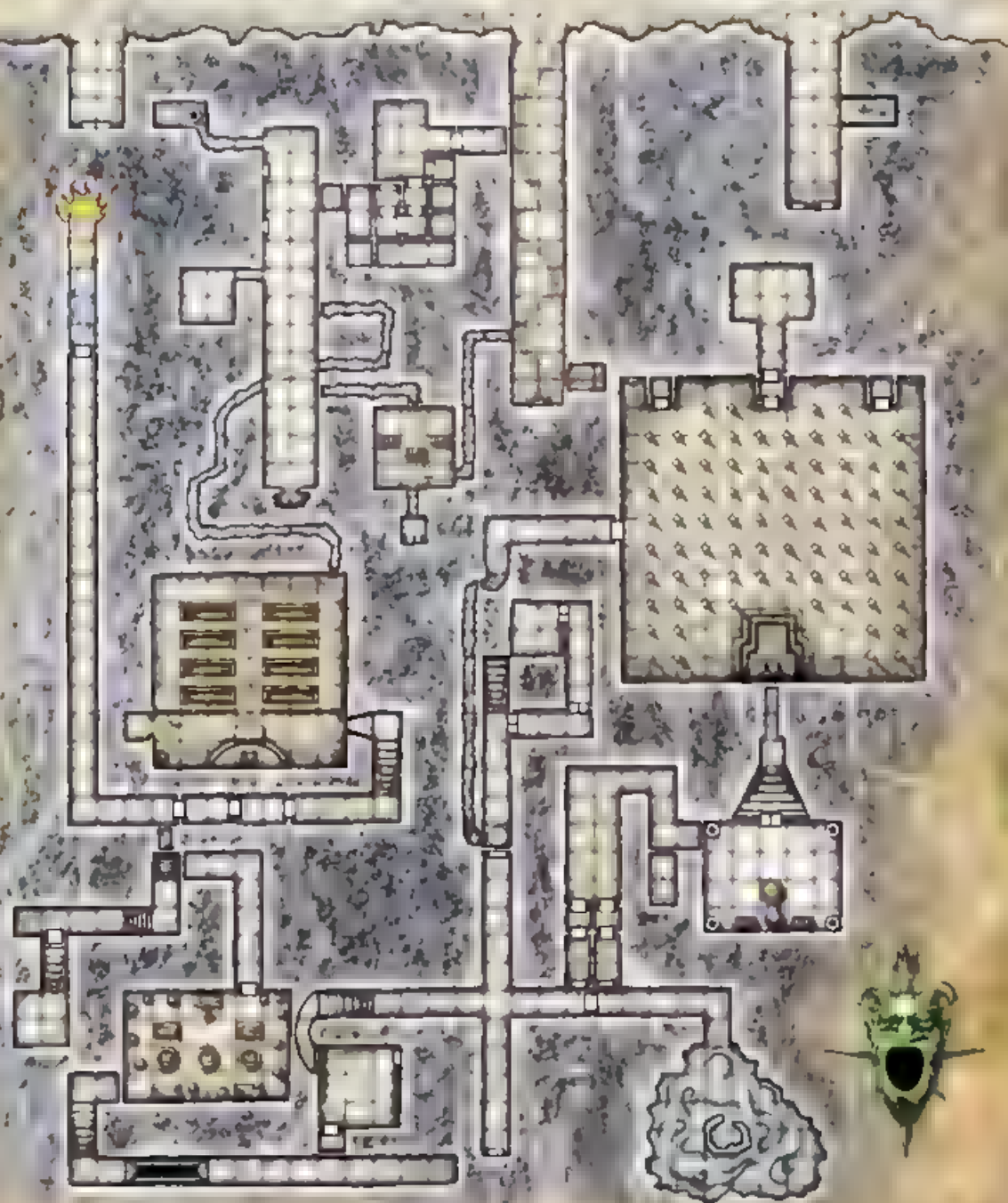
One square = 10 feet

	Door		Fresco/relief		Chest		Sarcophagus
	Double doors		Fresco/relief		Chest		Sarcophagus
	Hatch		Fresco/relief		Chest		Sarcophagus
	Hatch		Fresco/relief		Chest		Sarcophagus
	Hatch		Fresco/relief		Chest		Sarcophagus
	Hatch		Fresco/relief		Chest		Sarcophagus
	Hatch		Fresco/relief		Chest		Sarcophagus
	Hatch		Fresco/relief		Chest		Sarcophagus
	Hatch		Fresco/relief		Chest		Sarcophagus
	Hatch		Fresco/relief		Chest		Sarcophagus



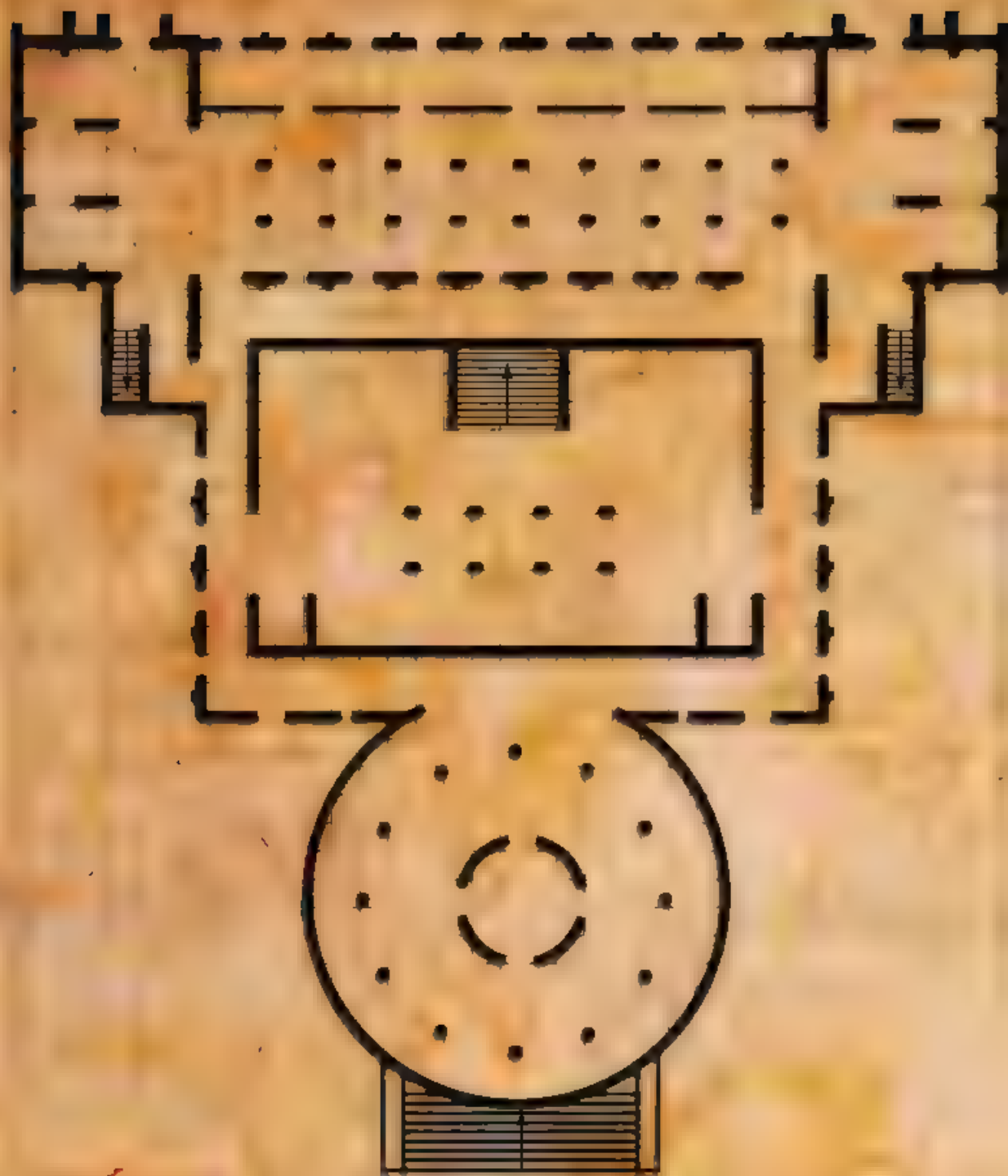
Tomb of Horrors

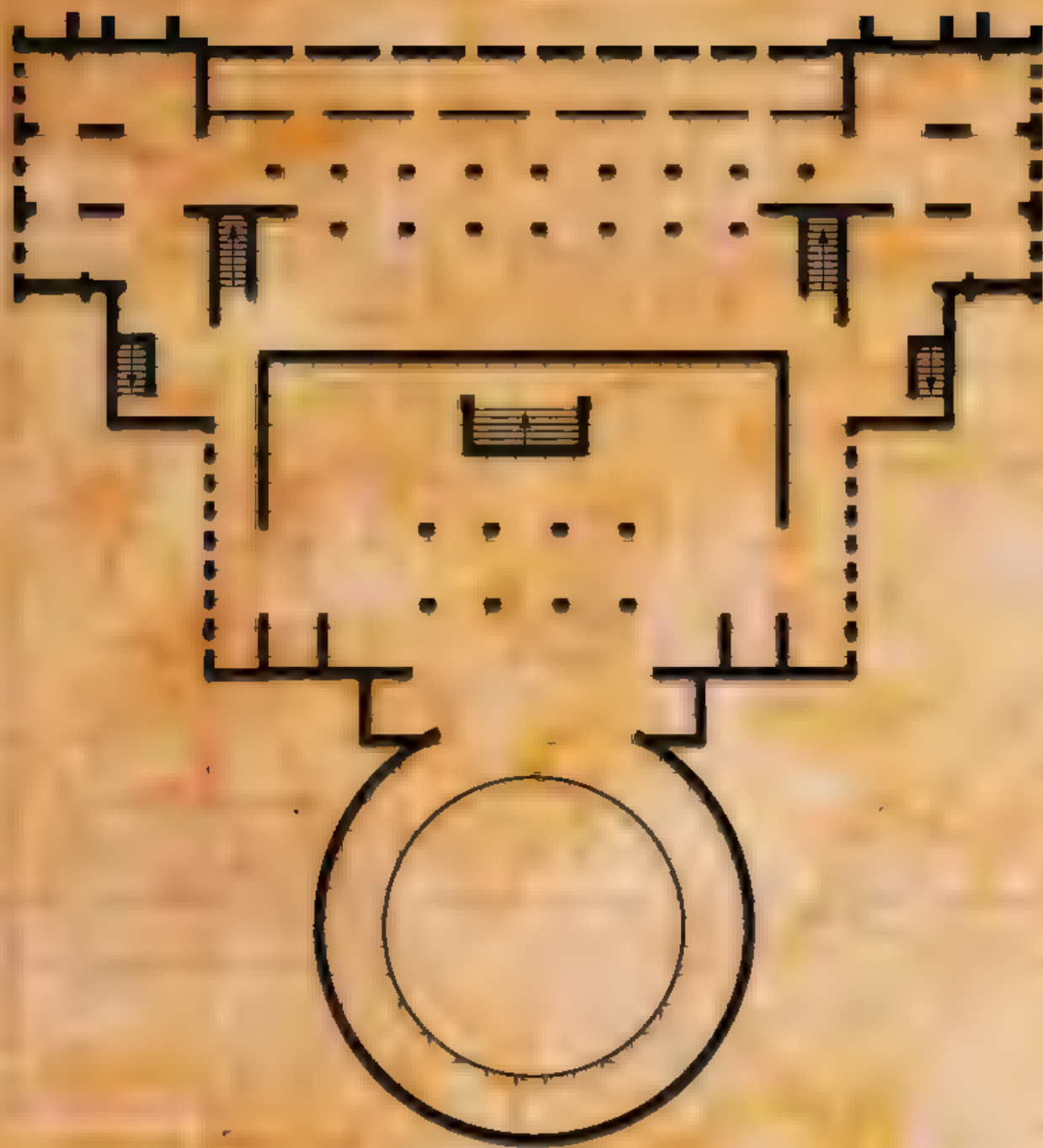
One square - 10 feet

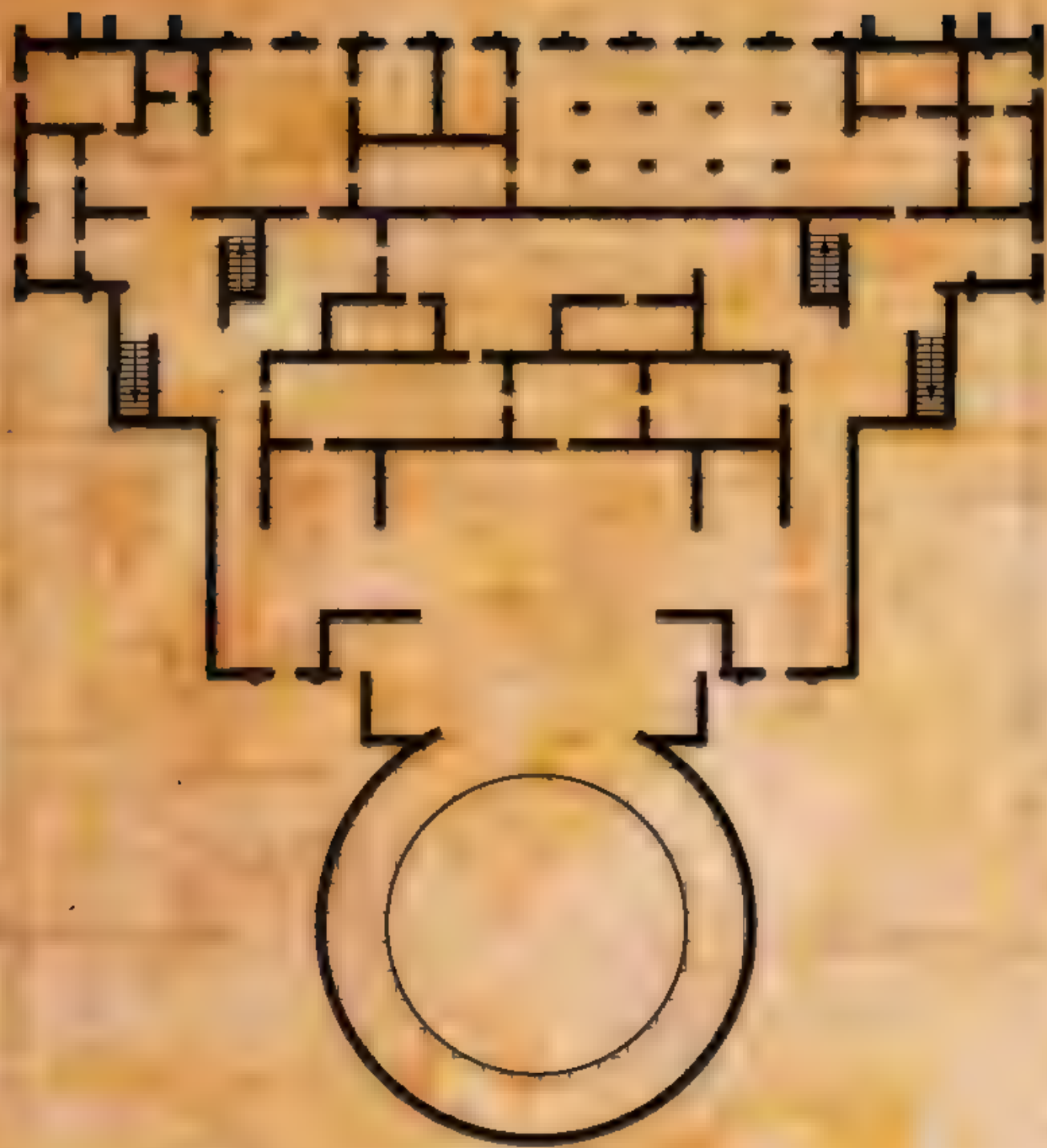


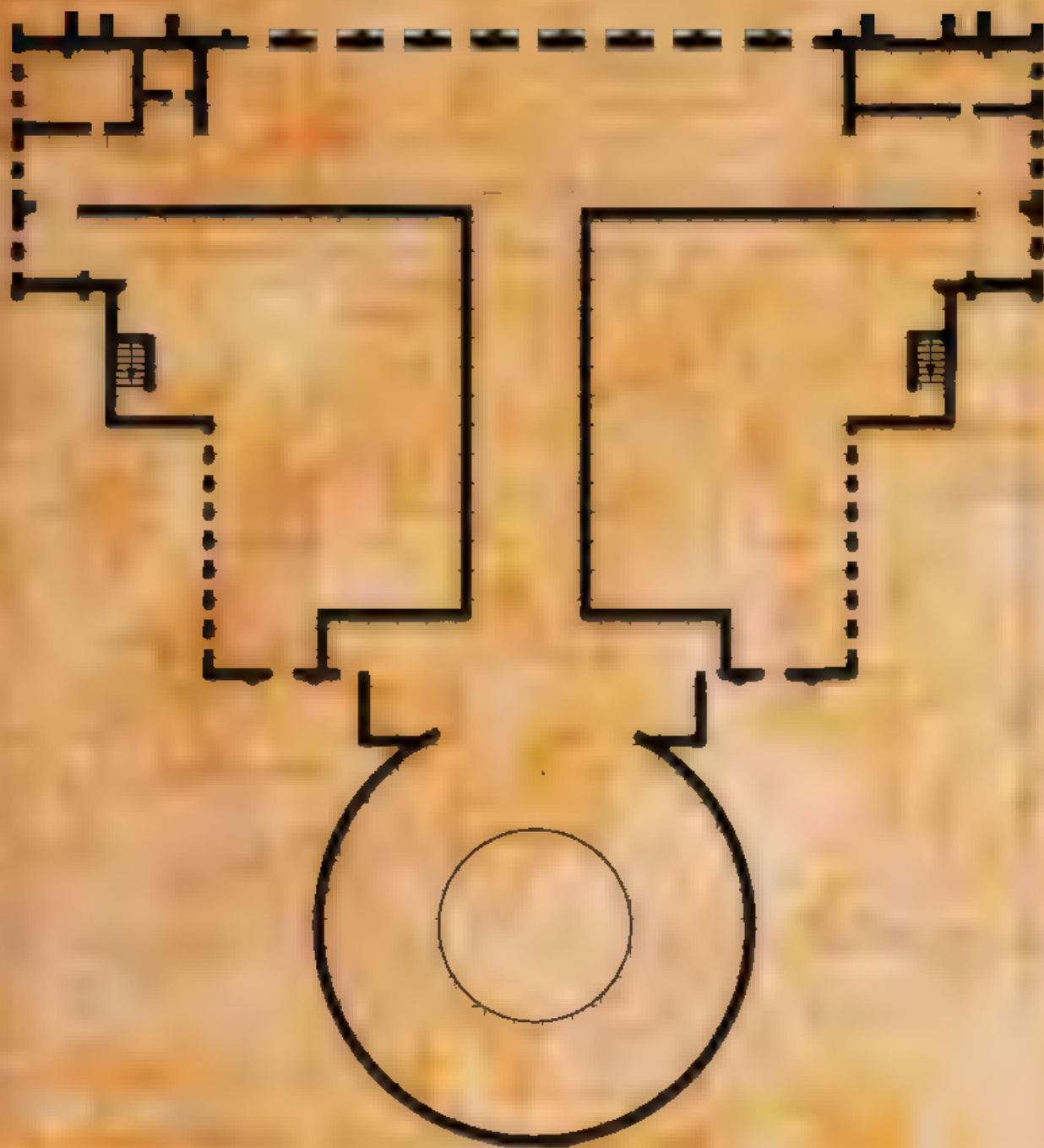




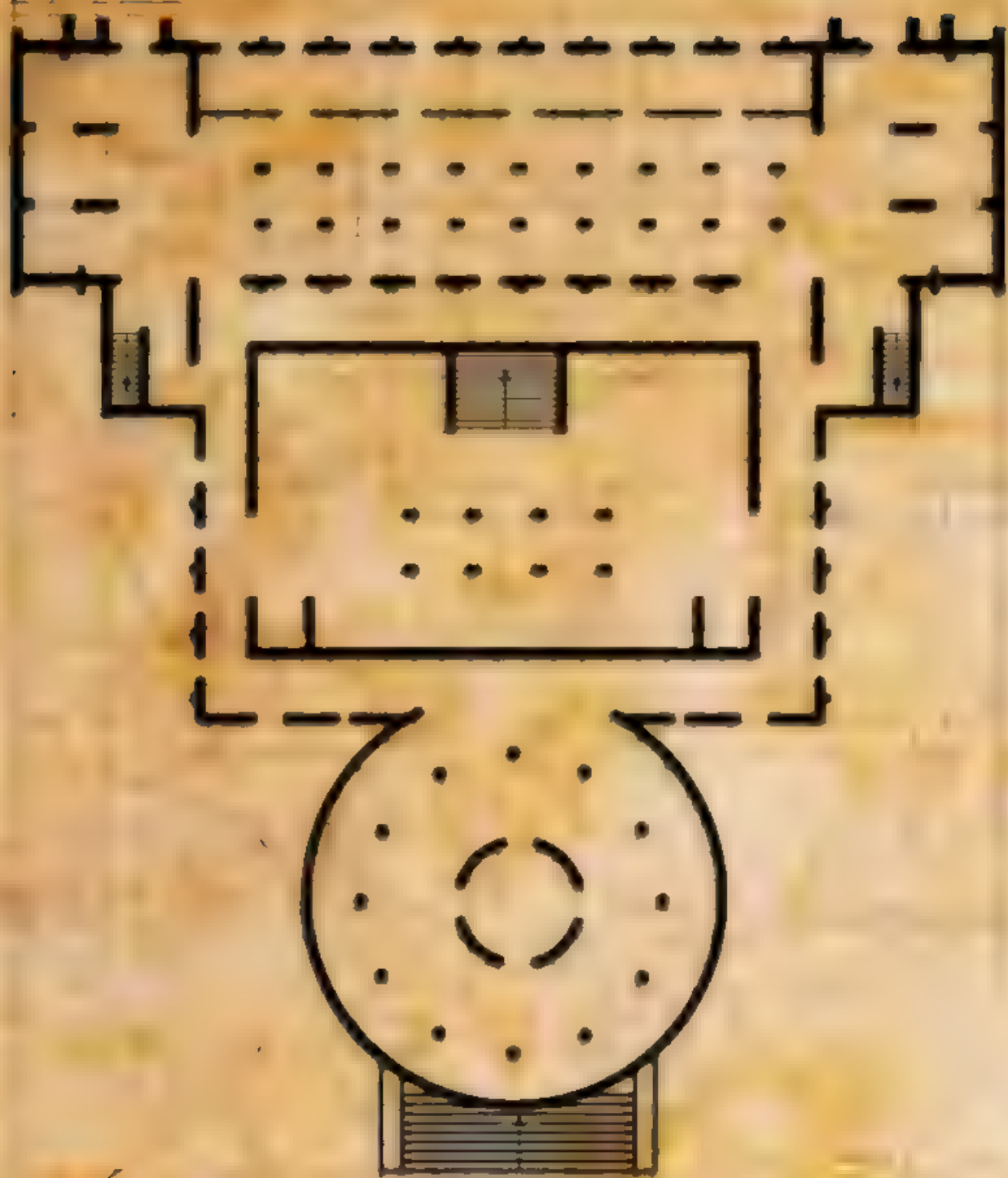












The Farthest Reach

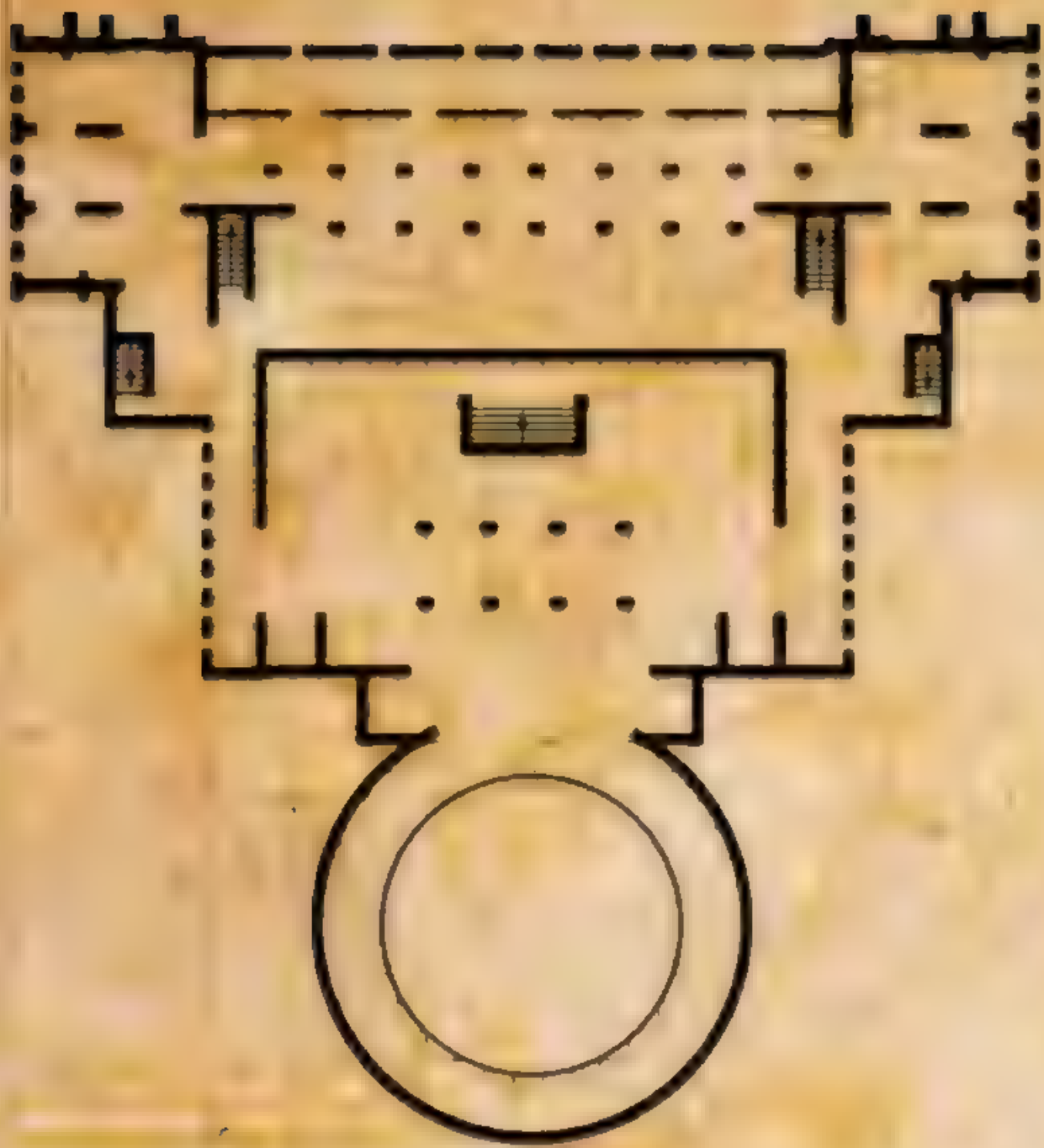
Light House

Lea's Landing

Slane

Castle End







Last Hamlet

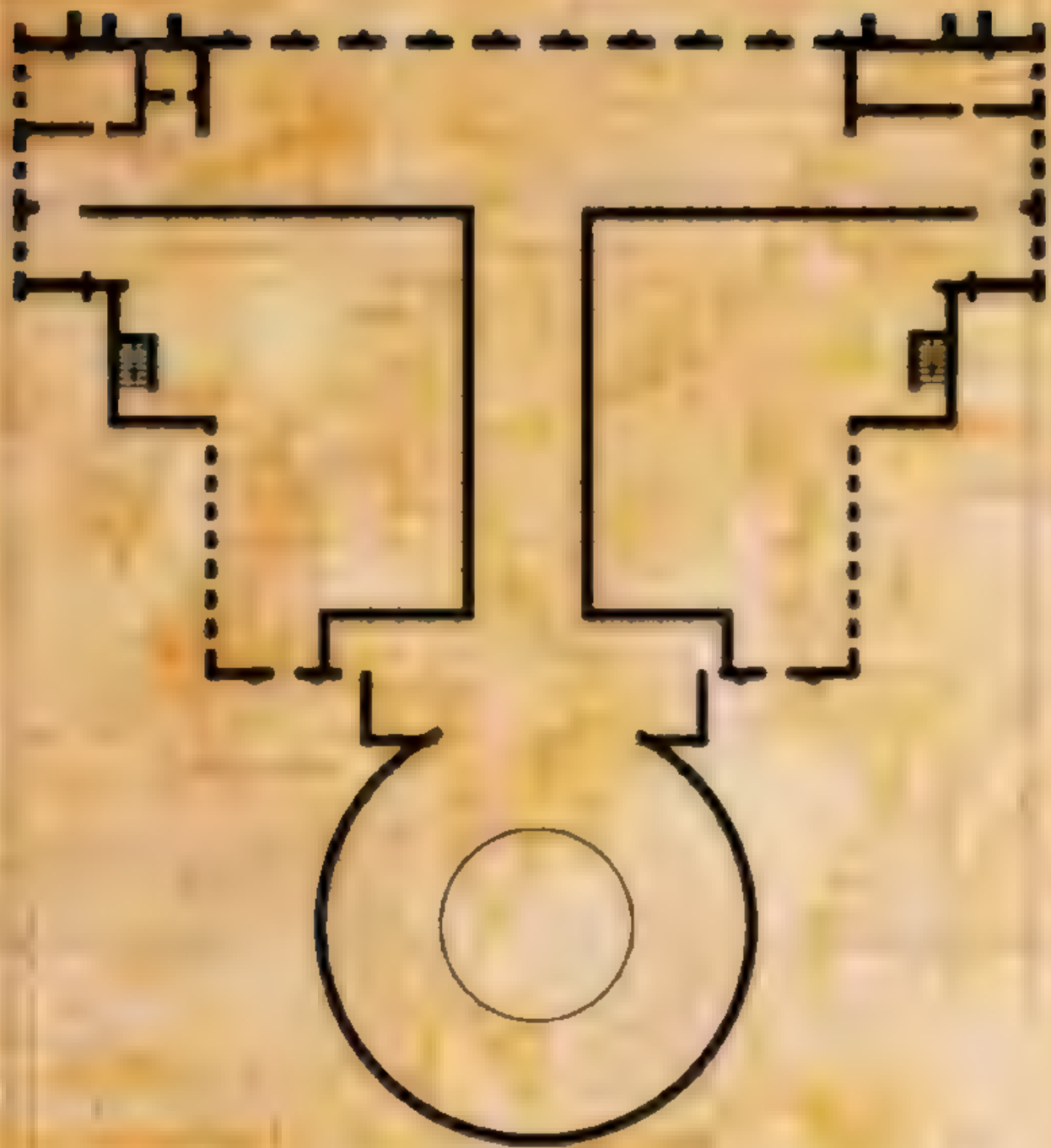




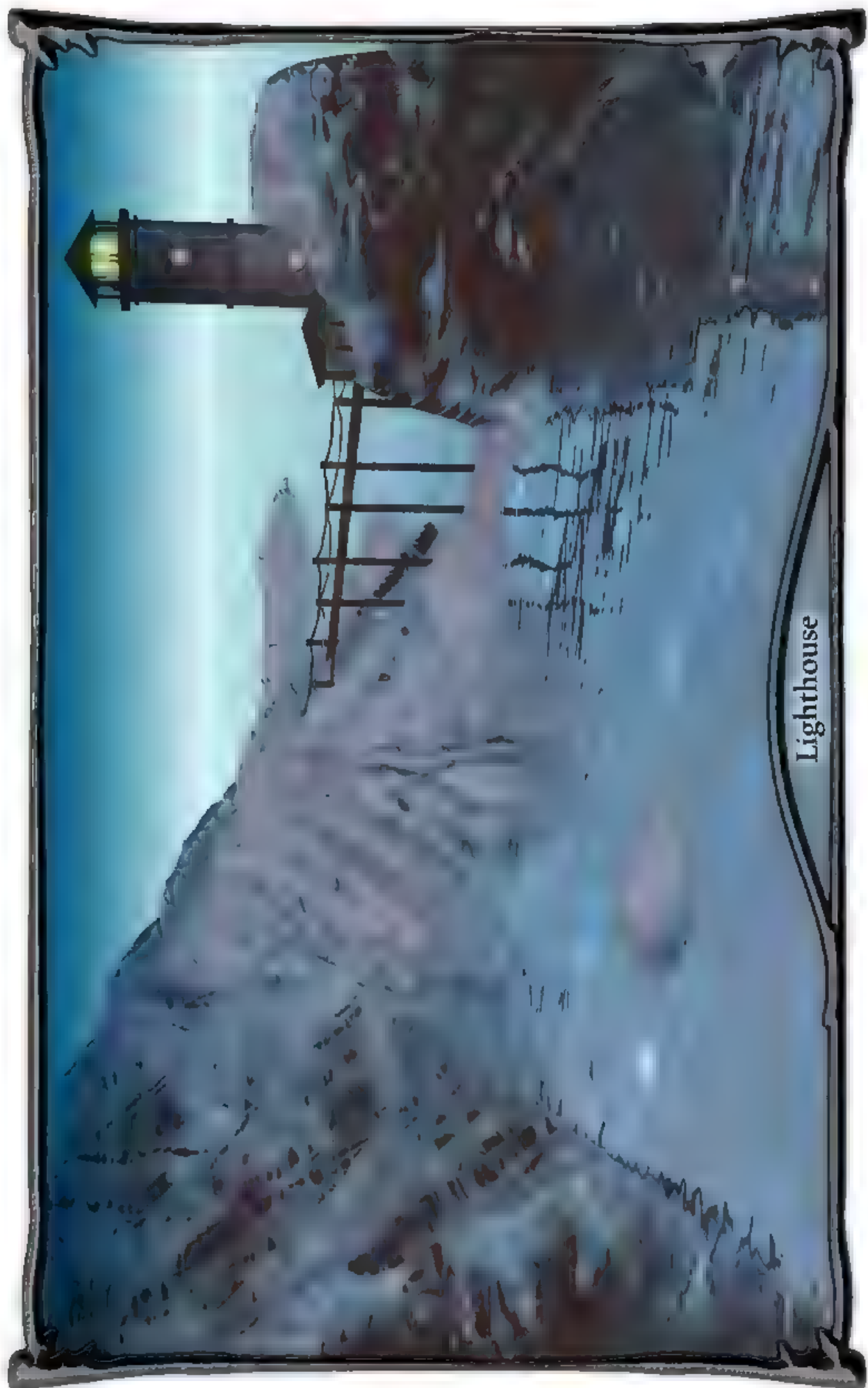




Castle End

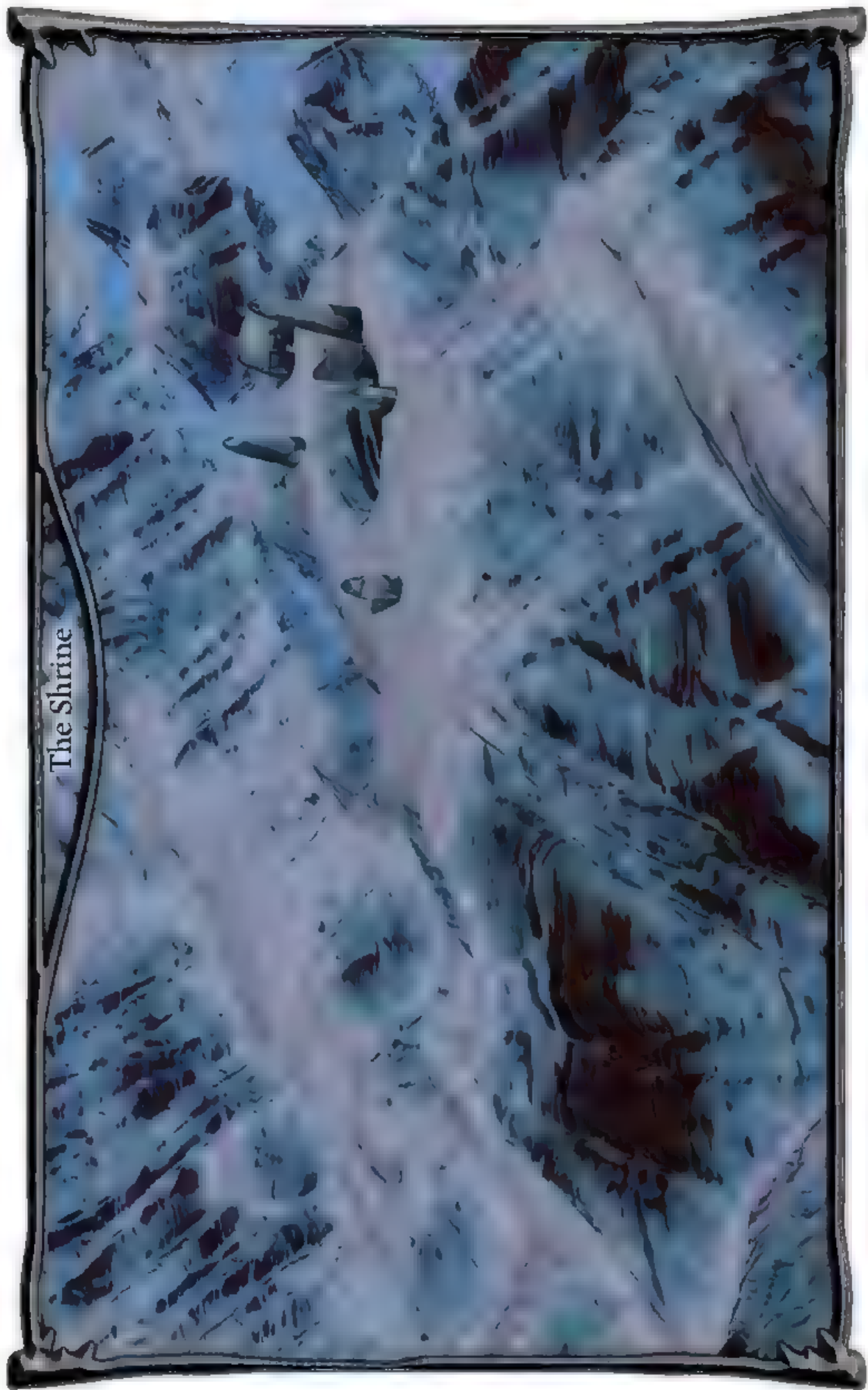






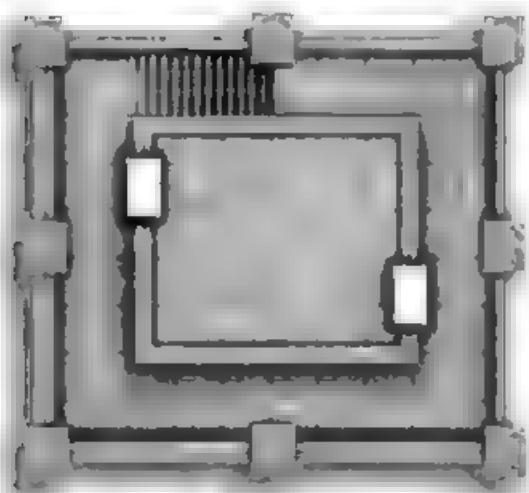
Lighthouse

The Shrine

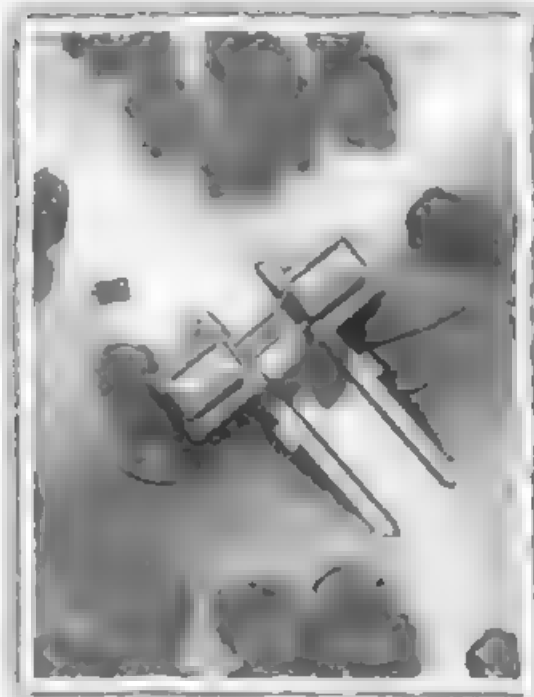


Gate Keep

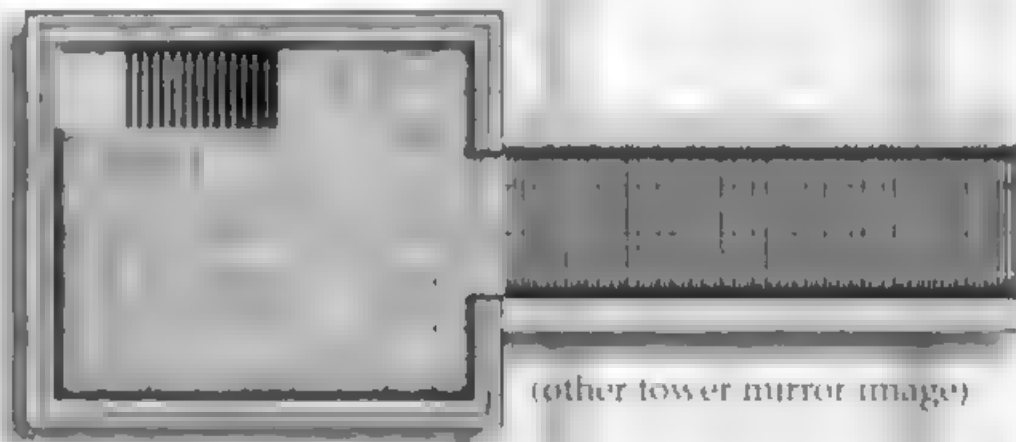
One Square Equals 5 Feet



Level 3

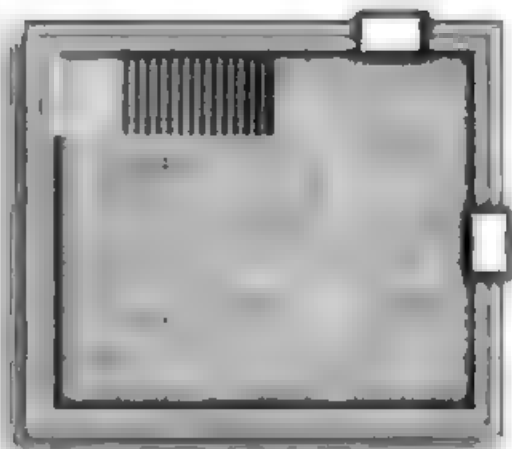


Overview Map

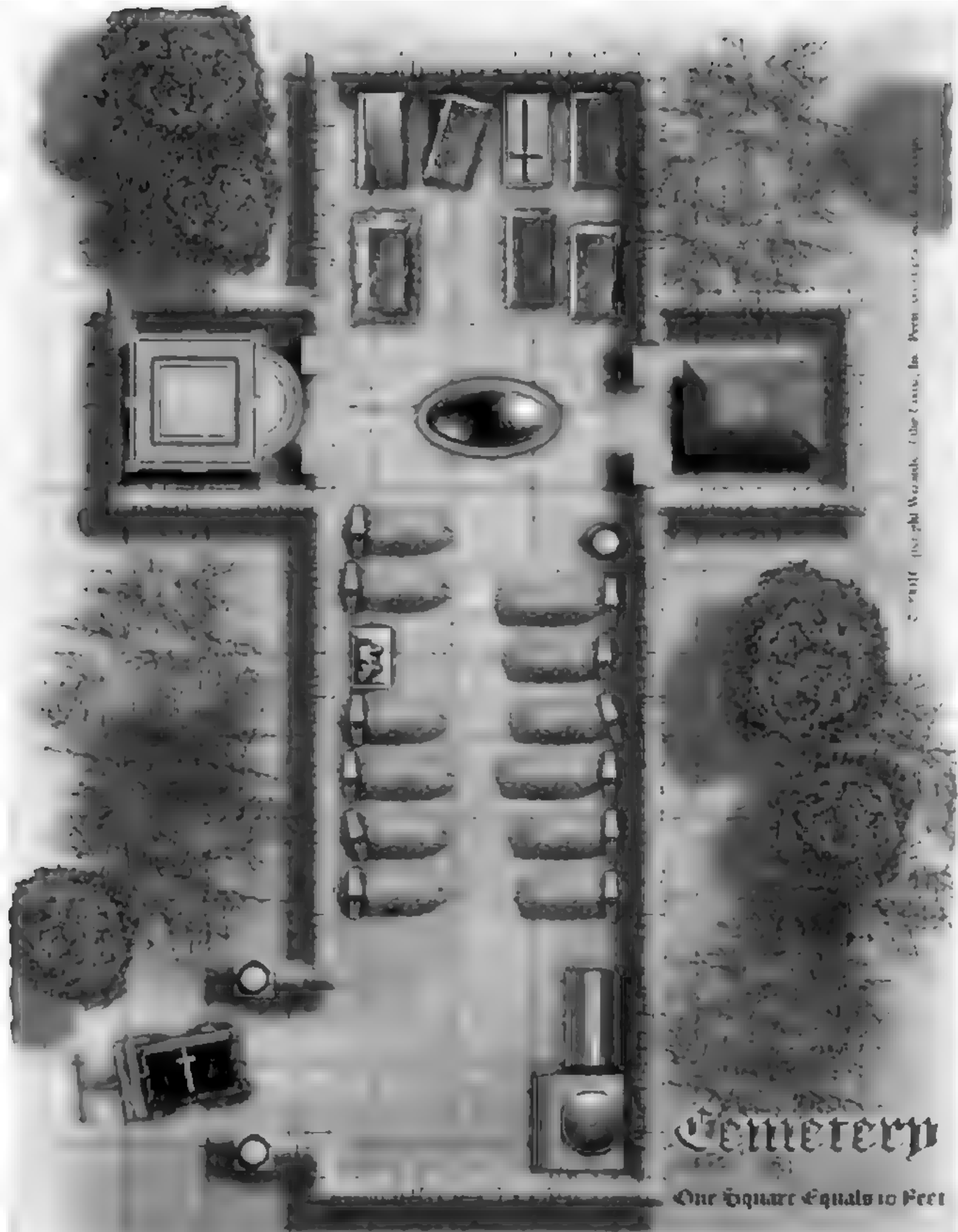


(other tower mirror image)

Level 2



Level 1



© 1911 The World, I like to see, in every corner of the map.

Cemetery

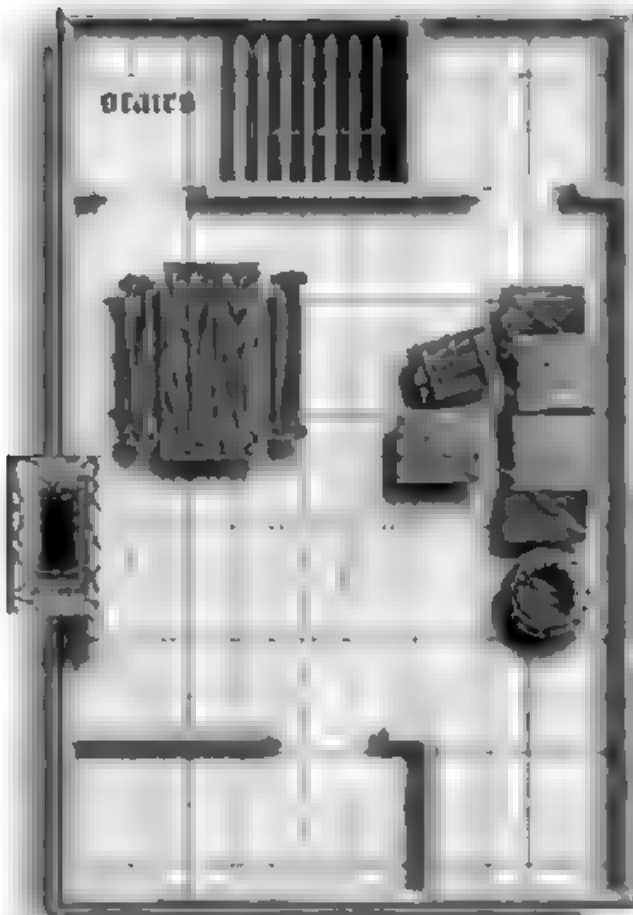
One Square Equals 10 Feet

Haunted Brist Mill

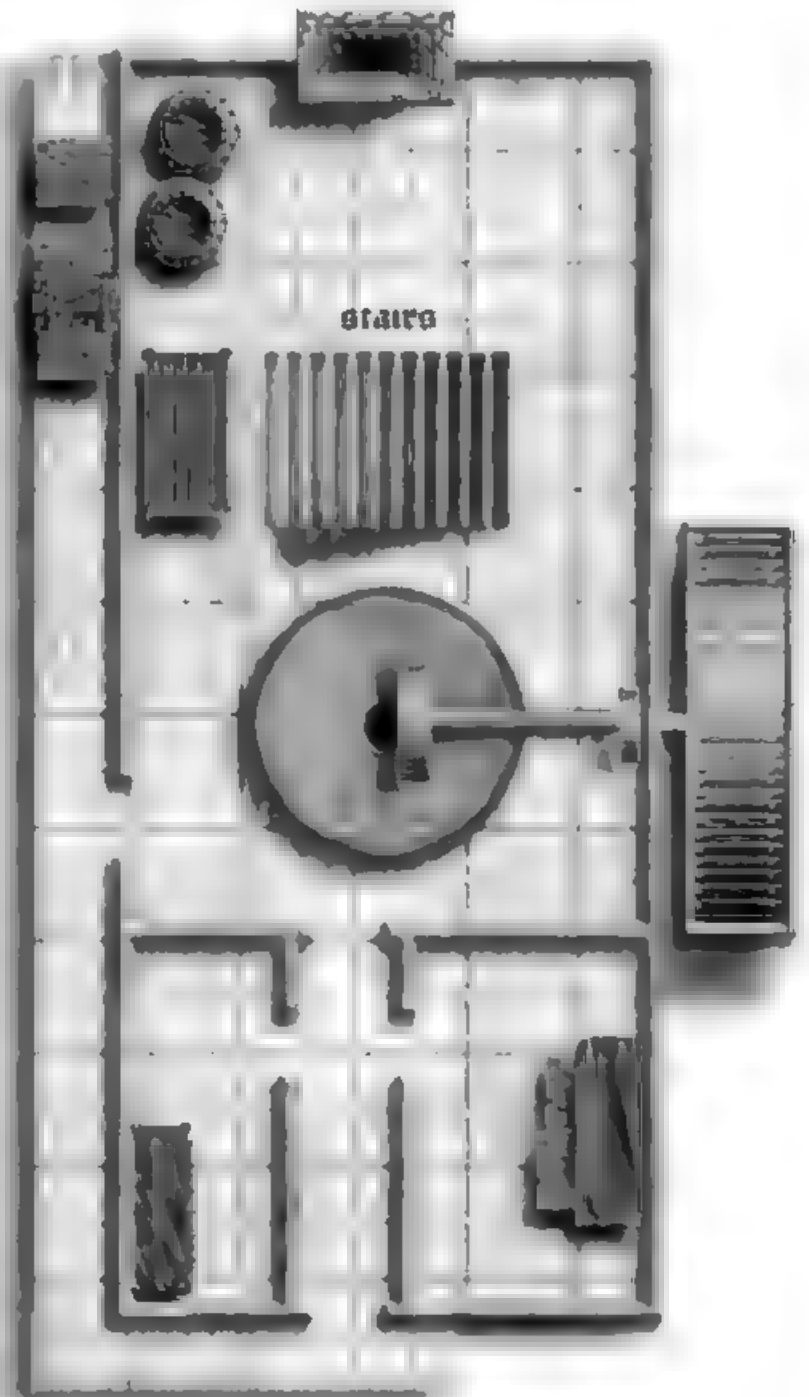
One Square Equals 5 Feet



Overview Map



Level Two



Level One

Haunted Village

Overview map

Sanctuary

Cemetery

Grave Mill

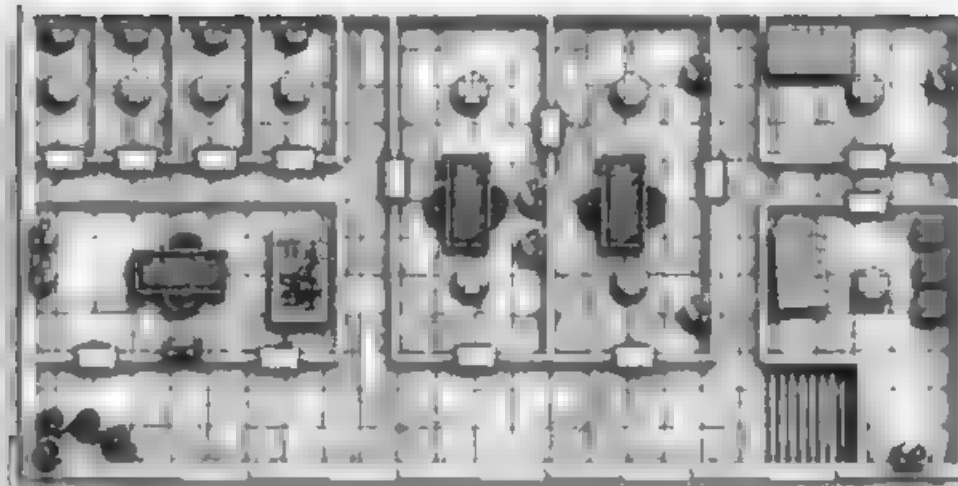
Grave Mill

N

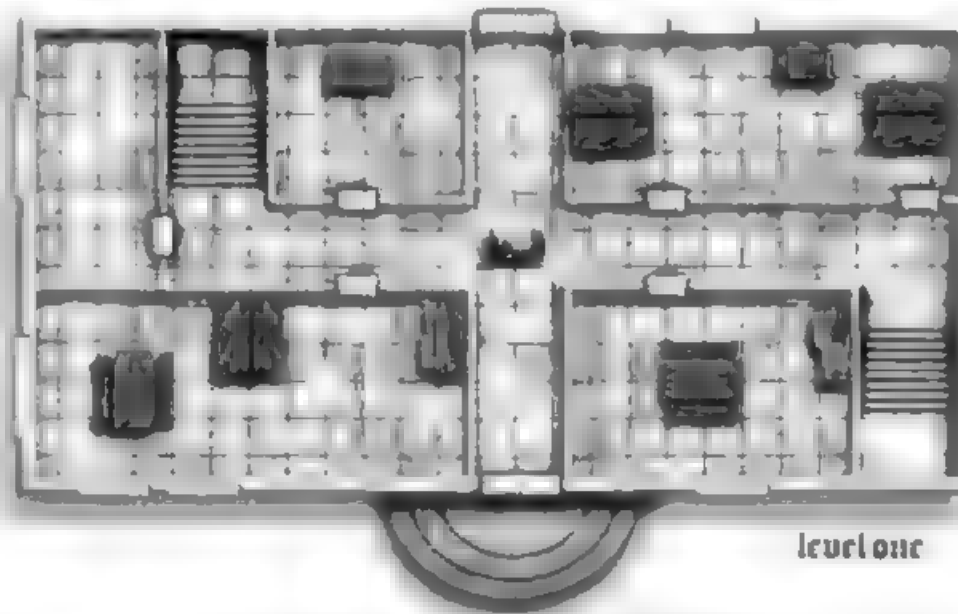


Sanitarium

One Square Equals 5 Feet



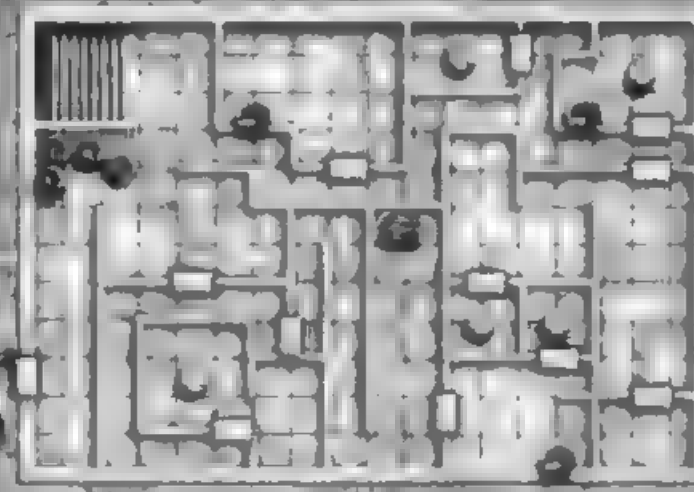
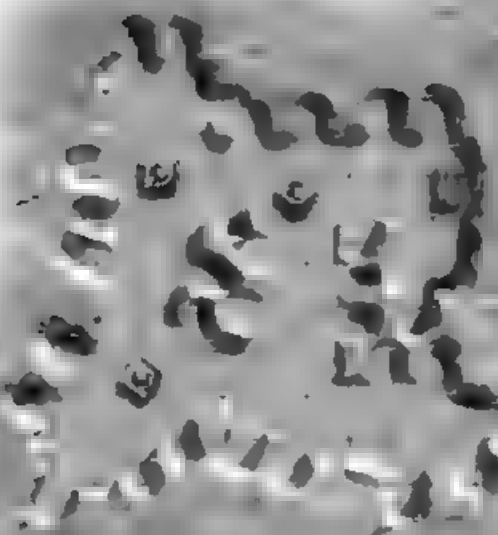
level two

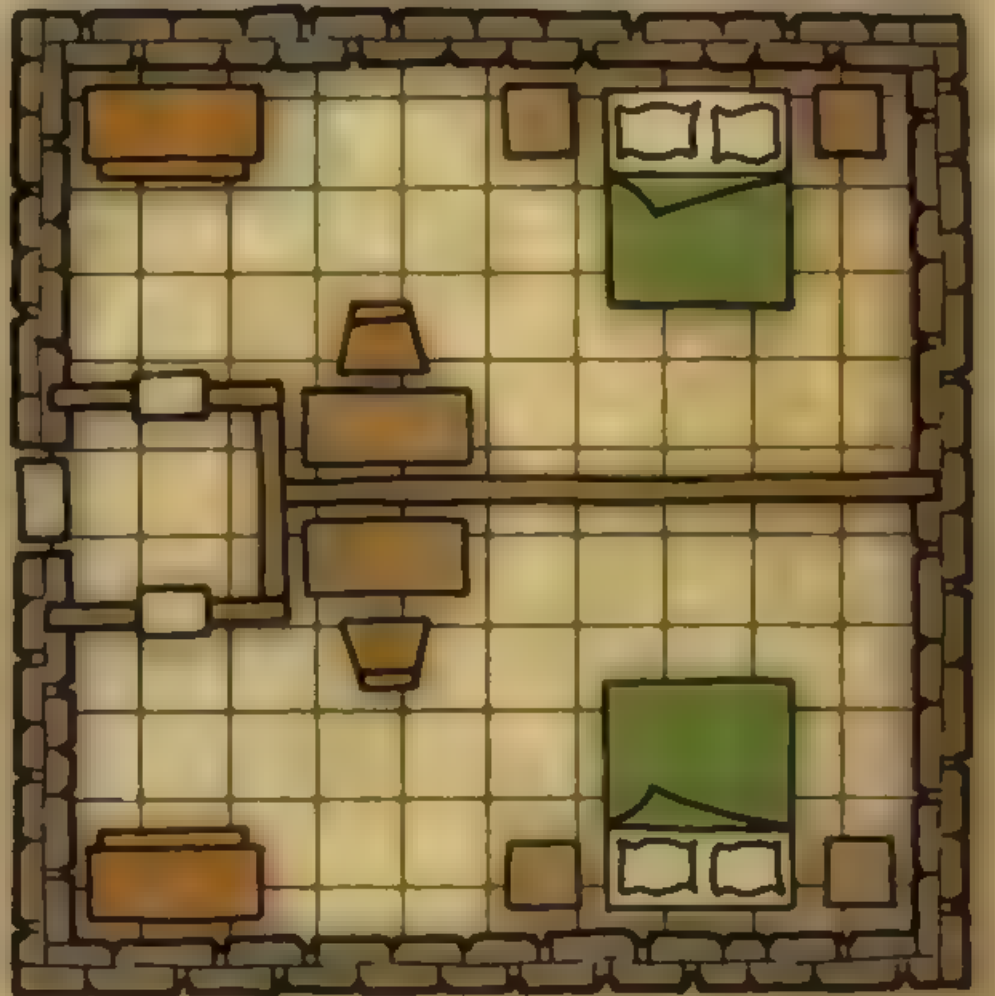
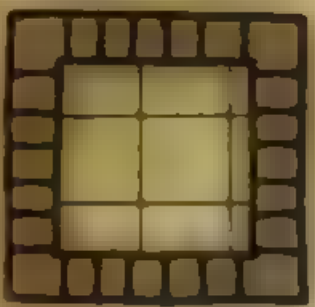
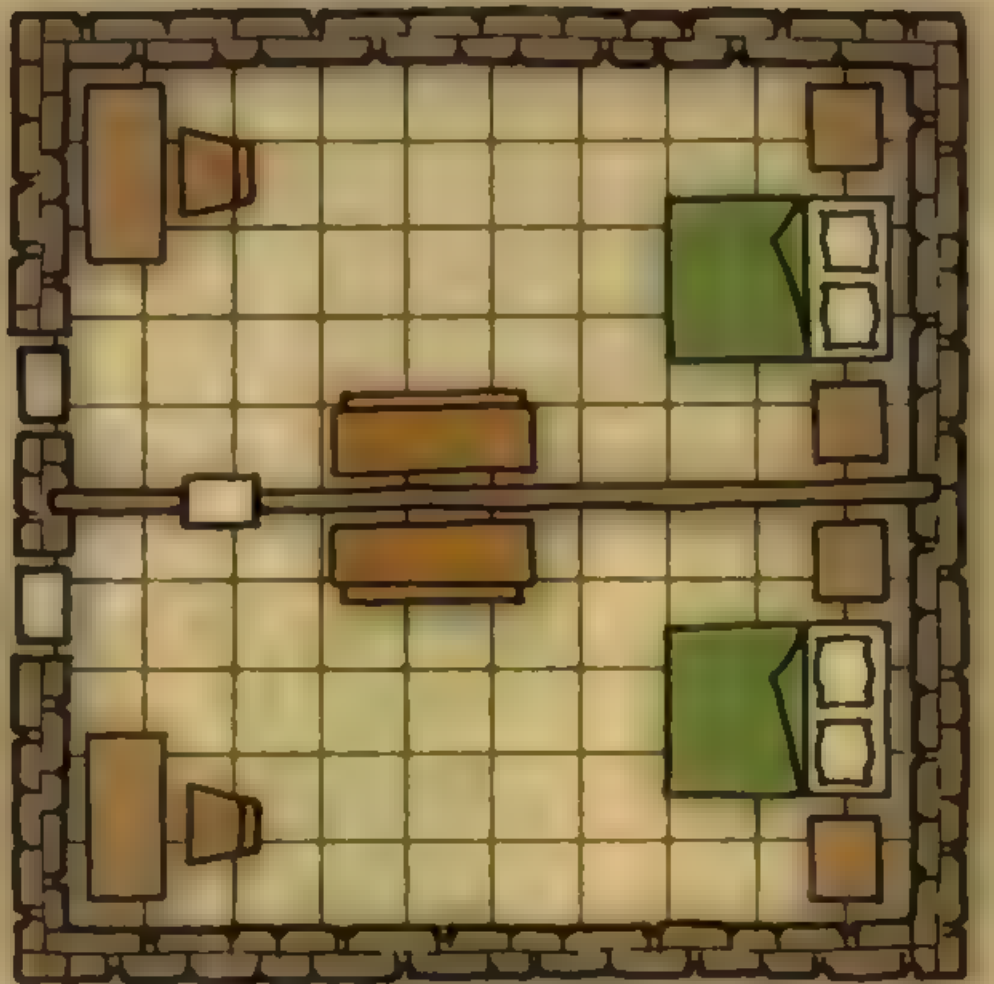
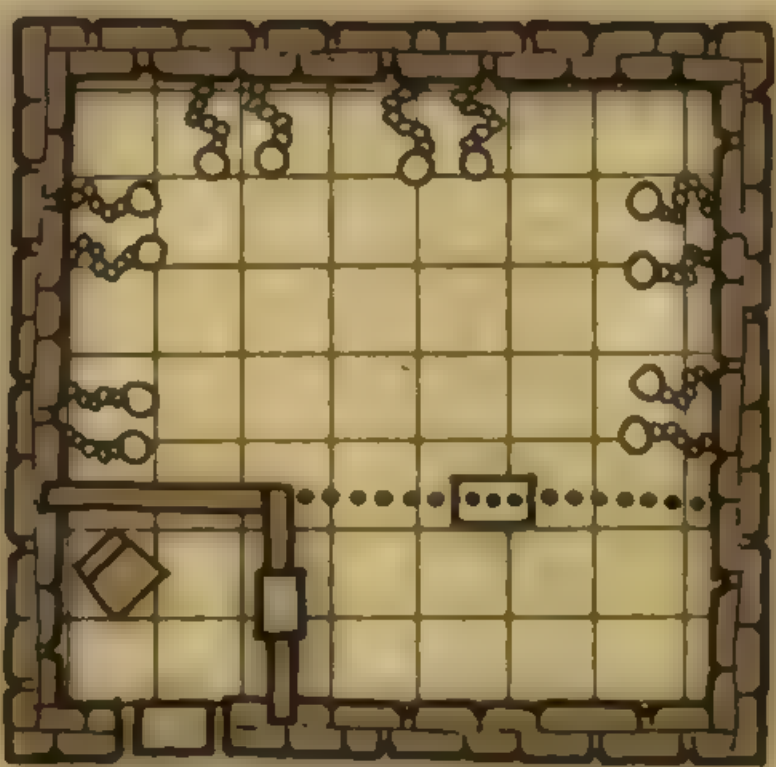
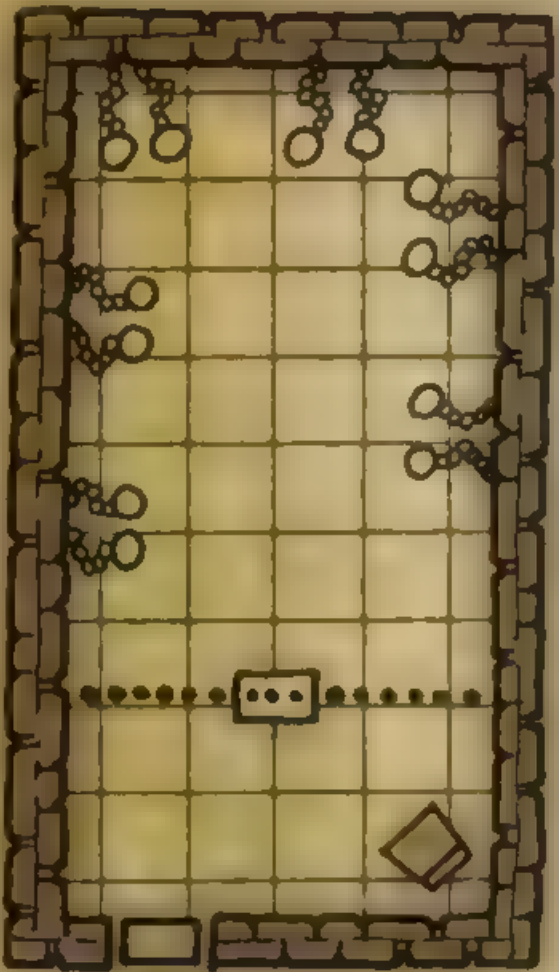
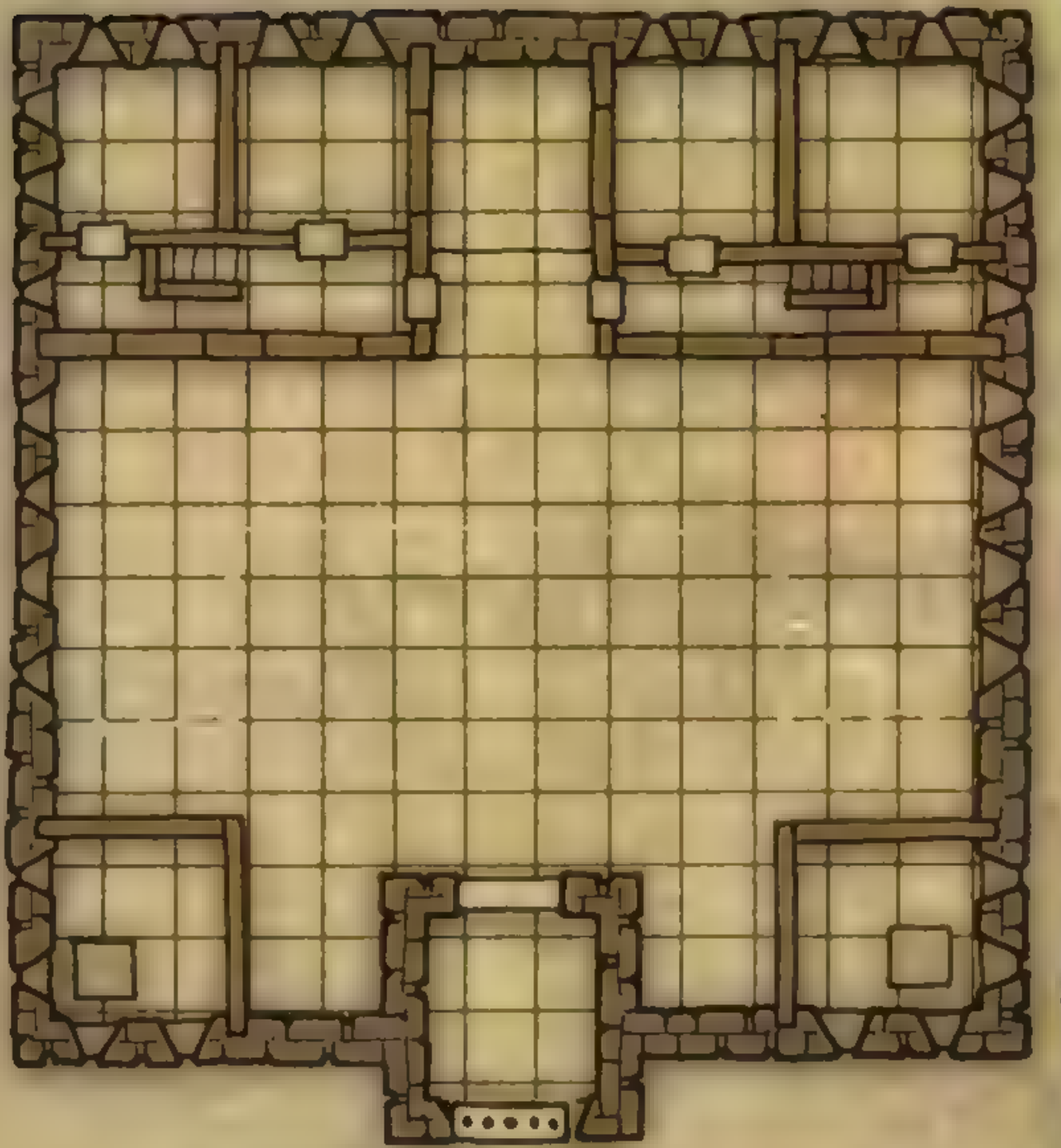
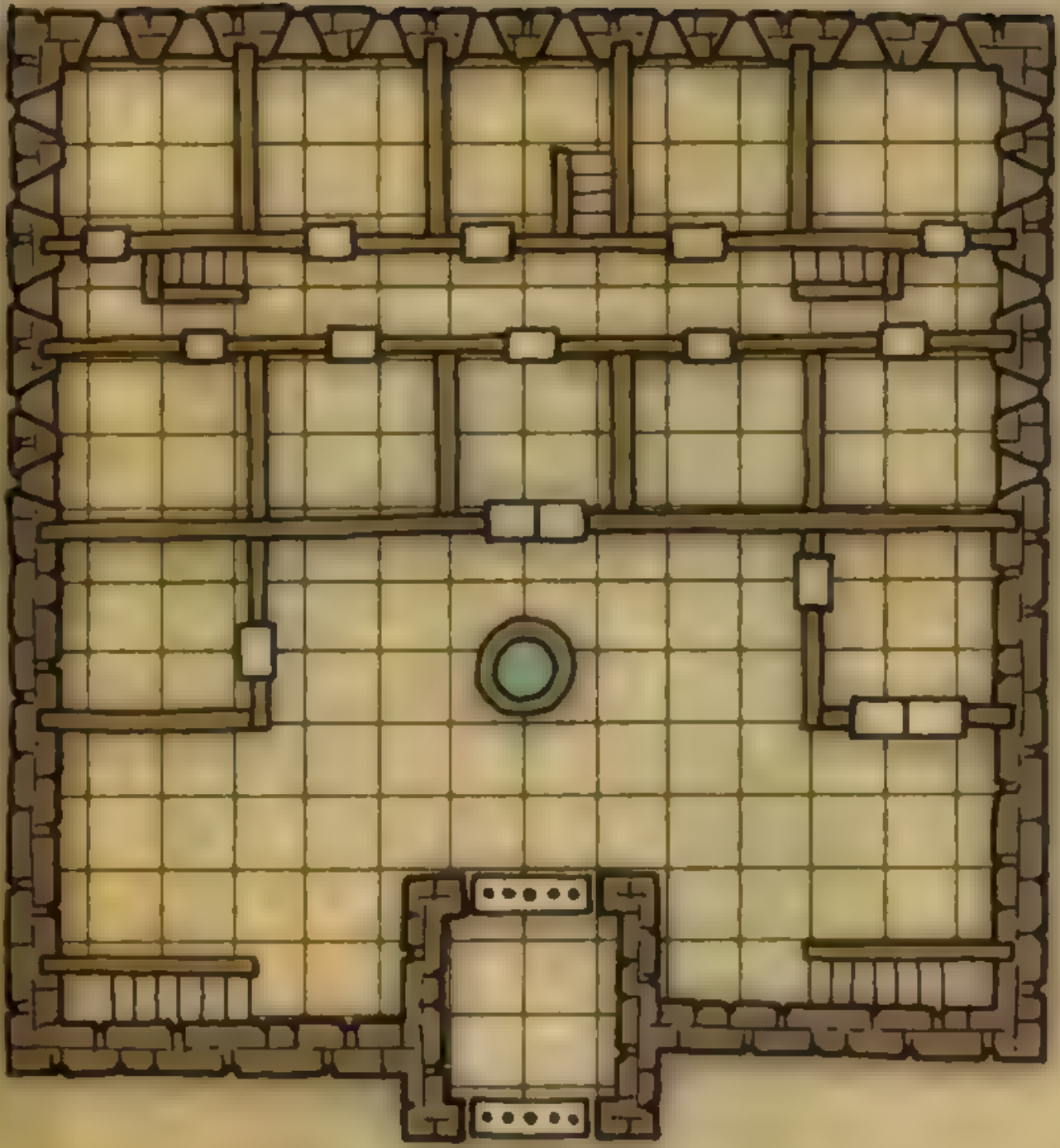


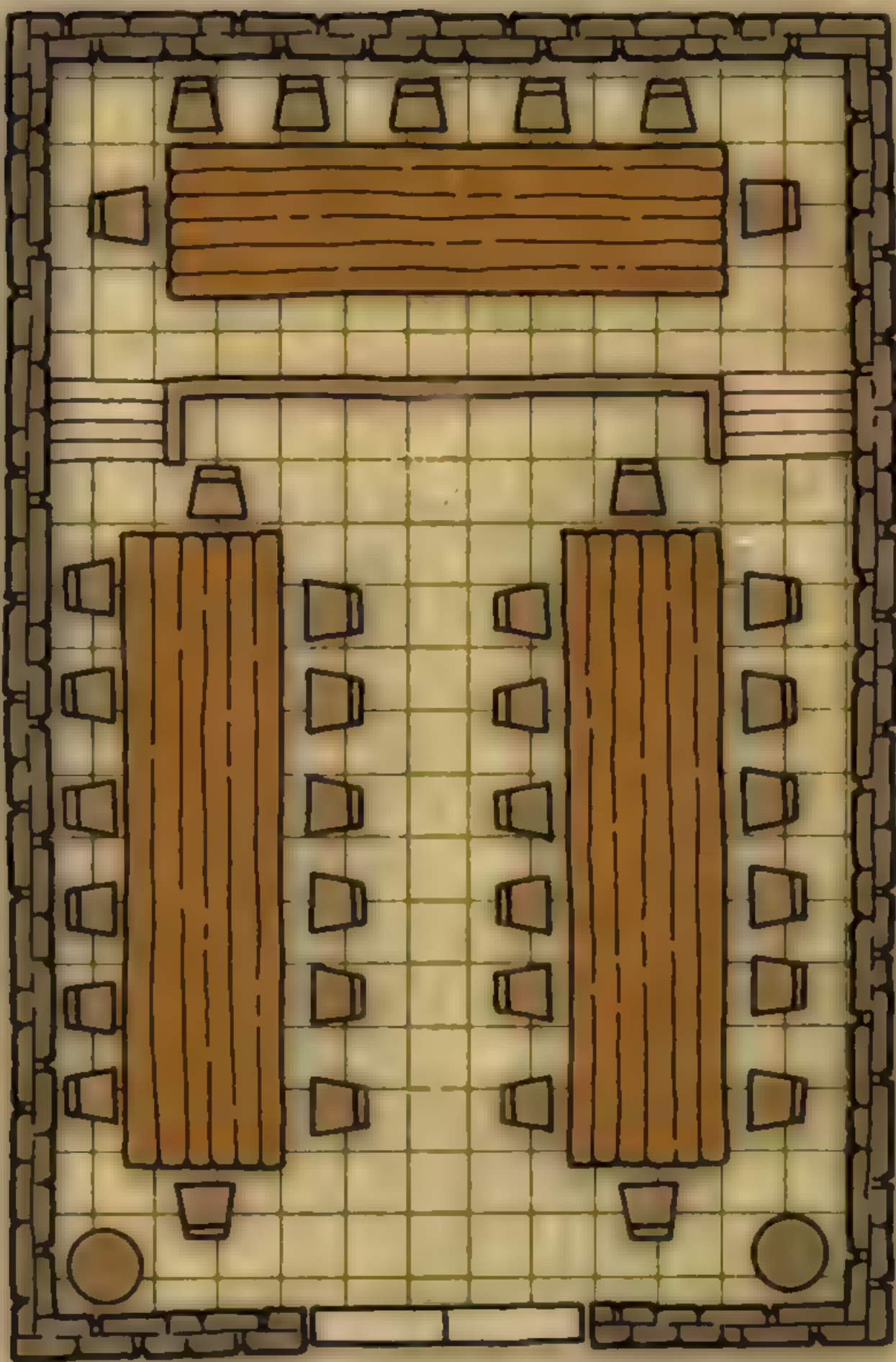
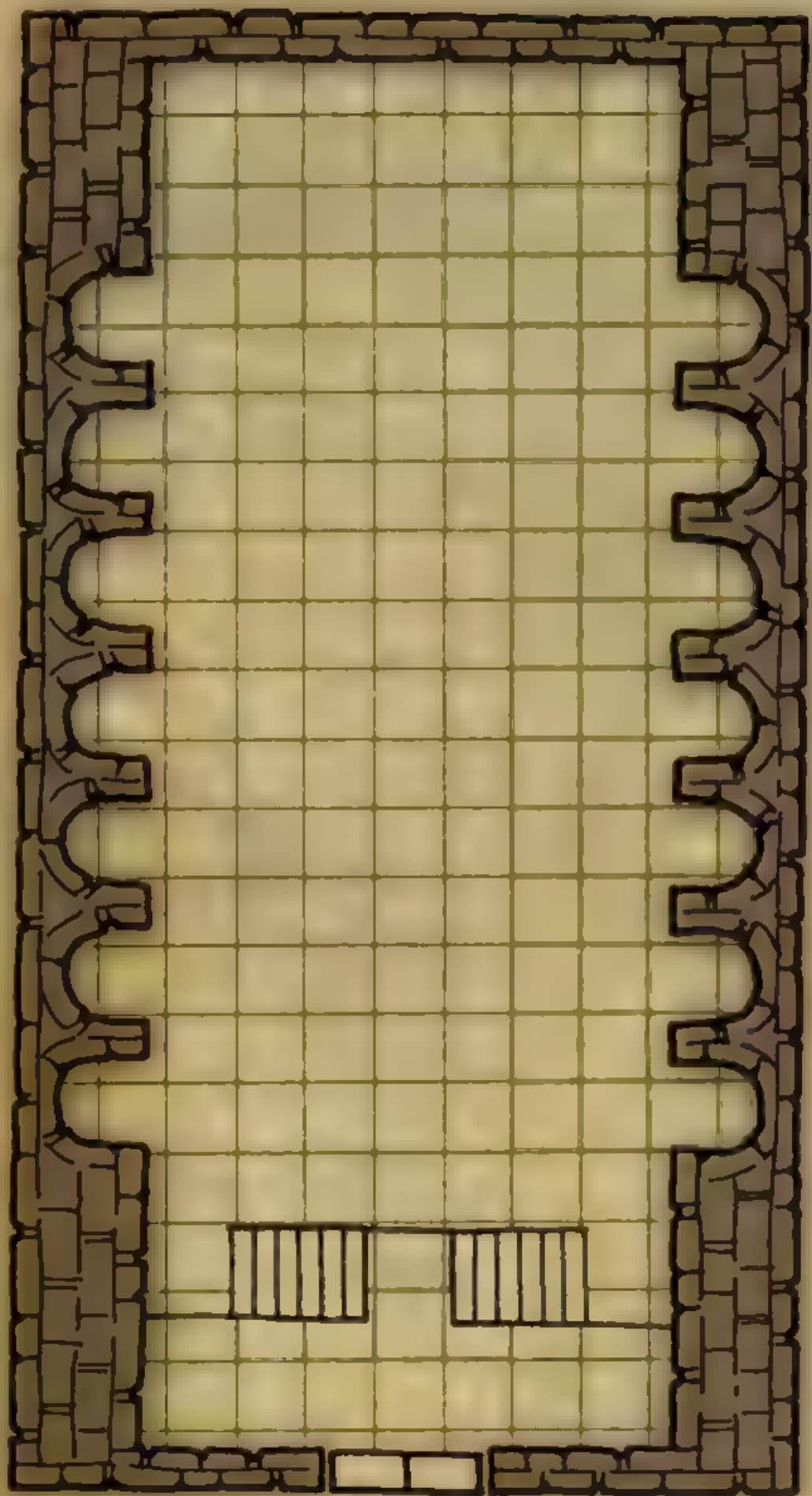
level one

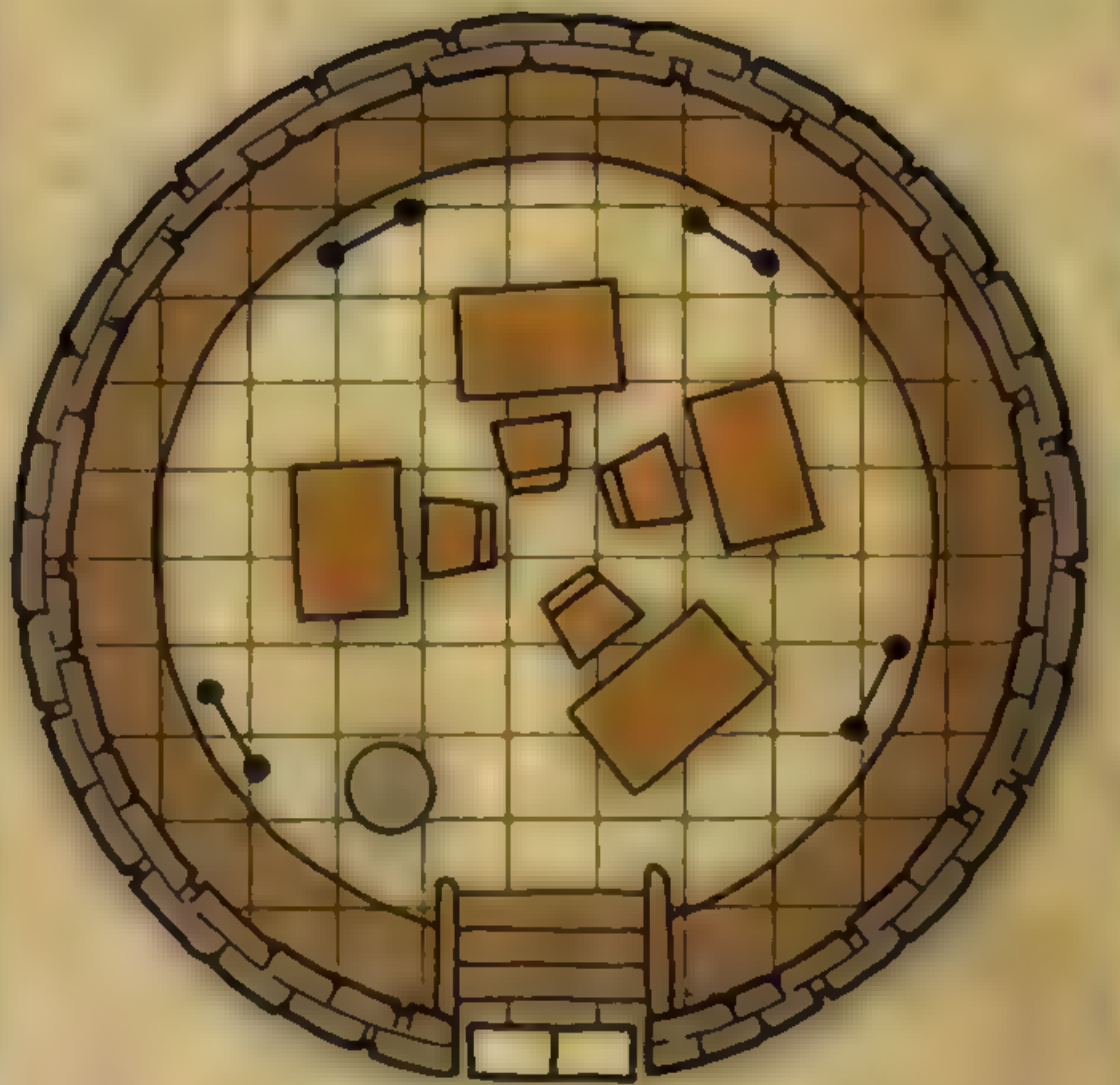
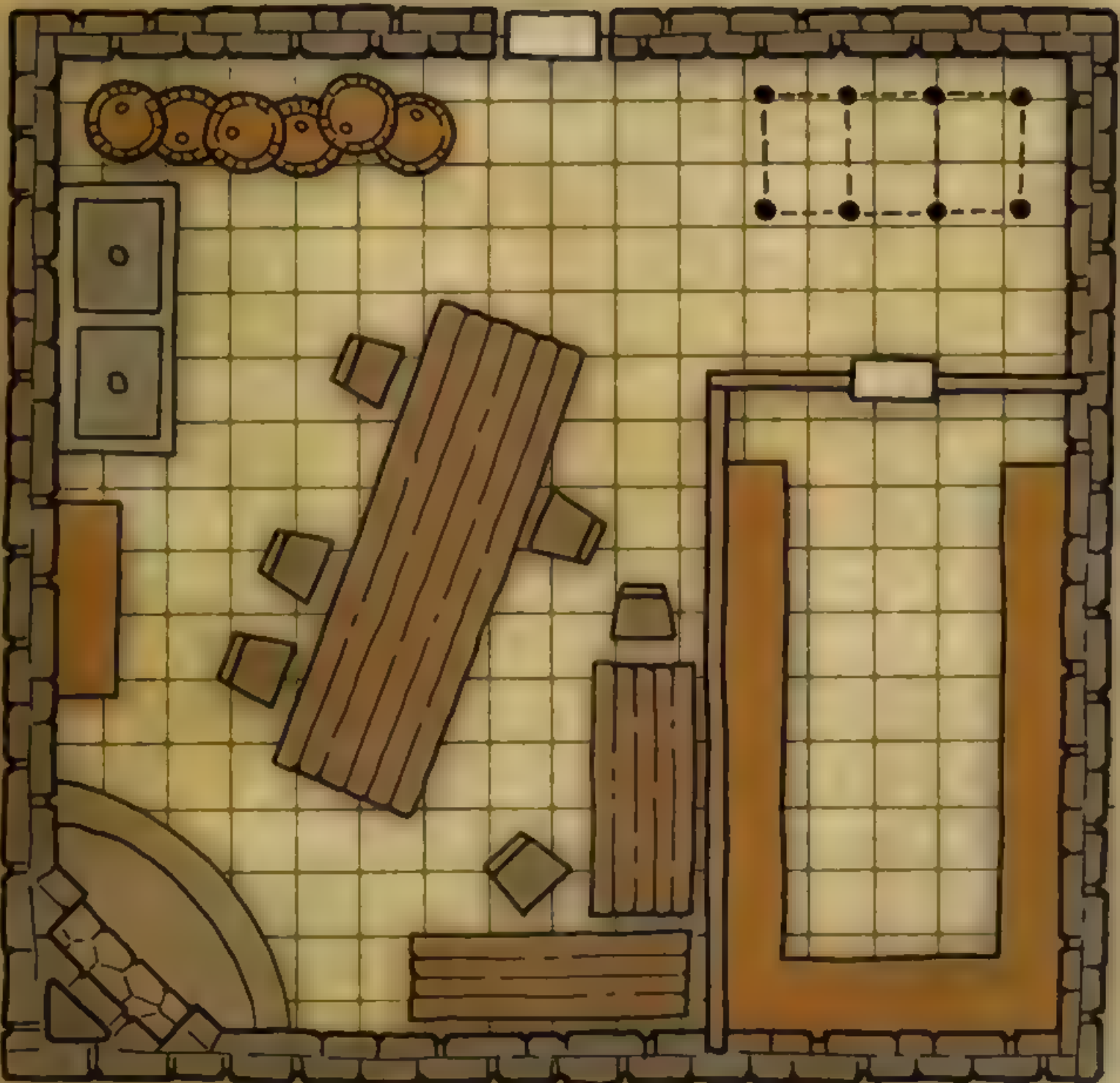
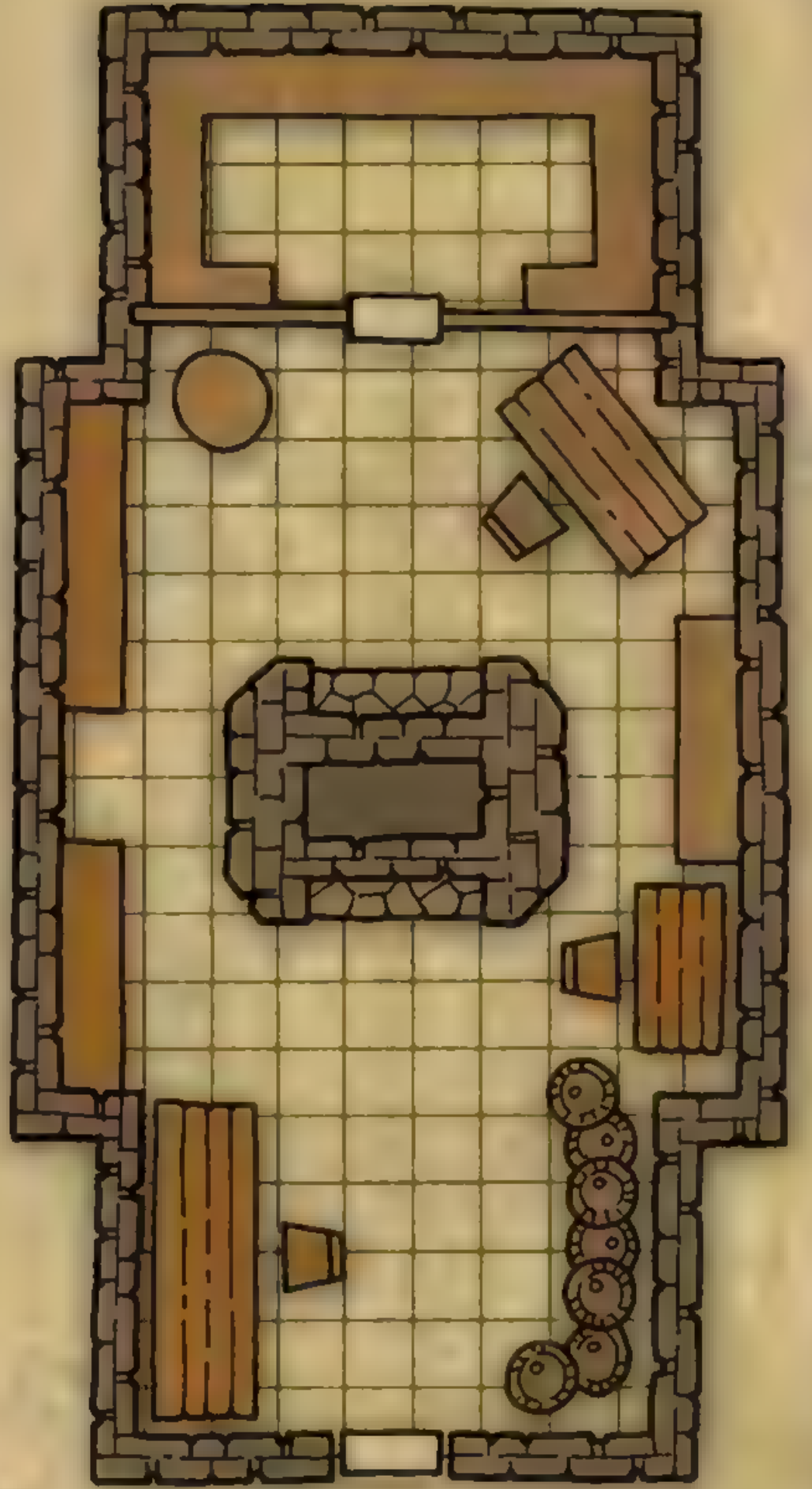
caracomba

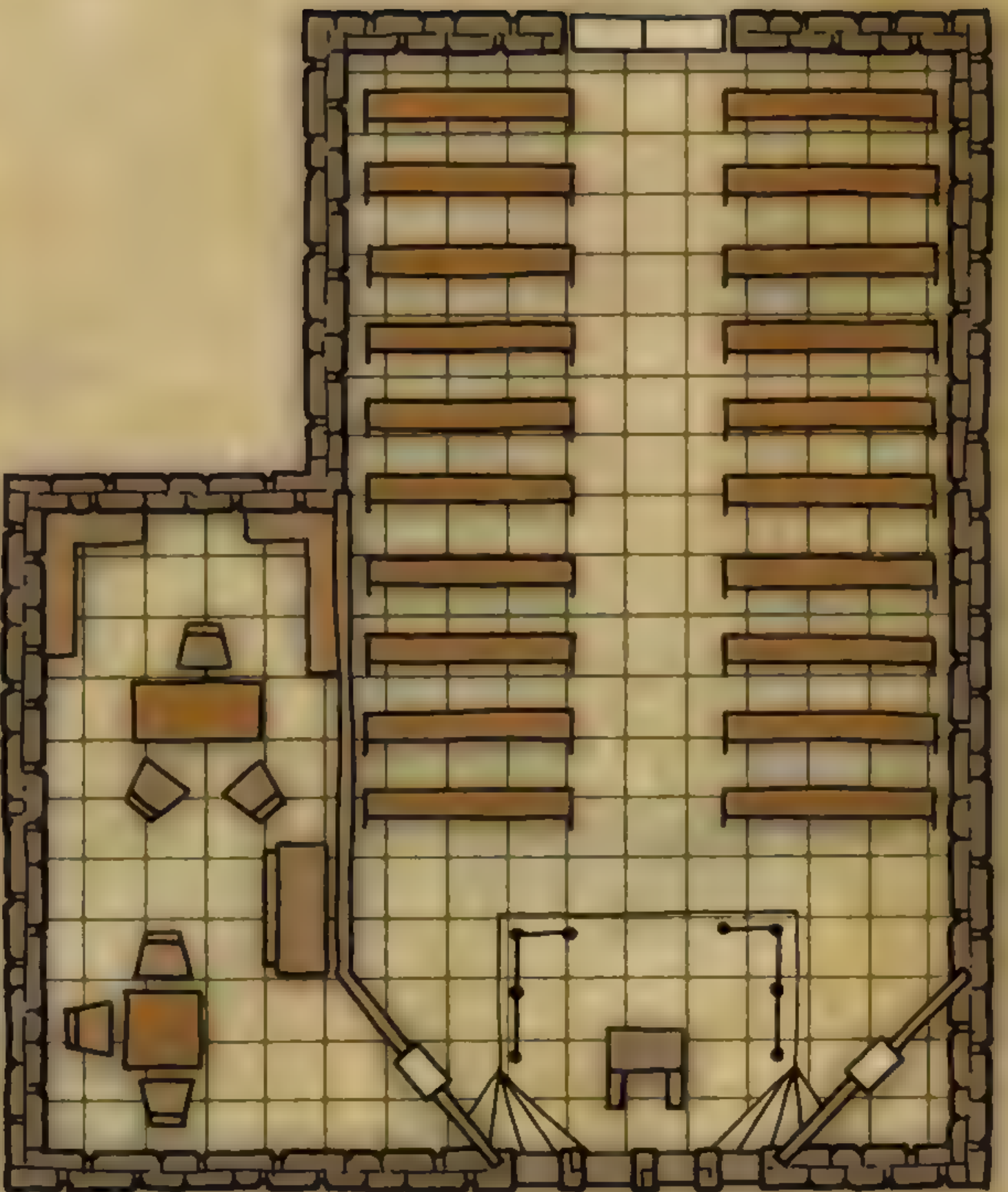
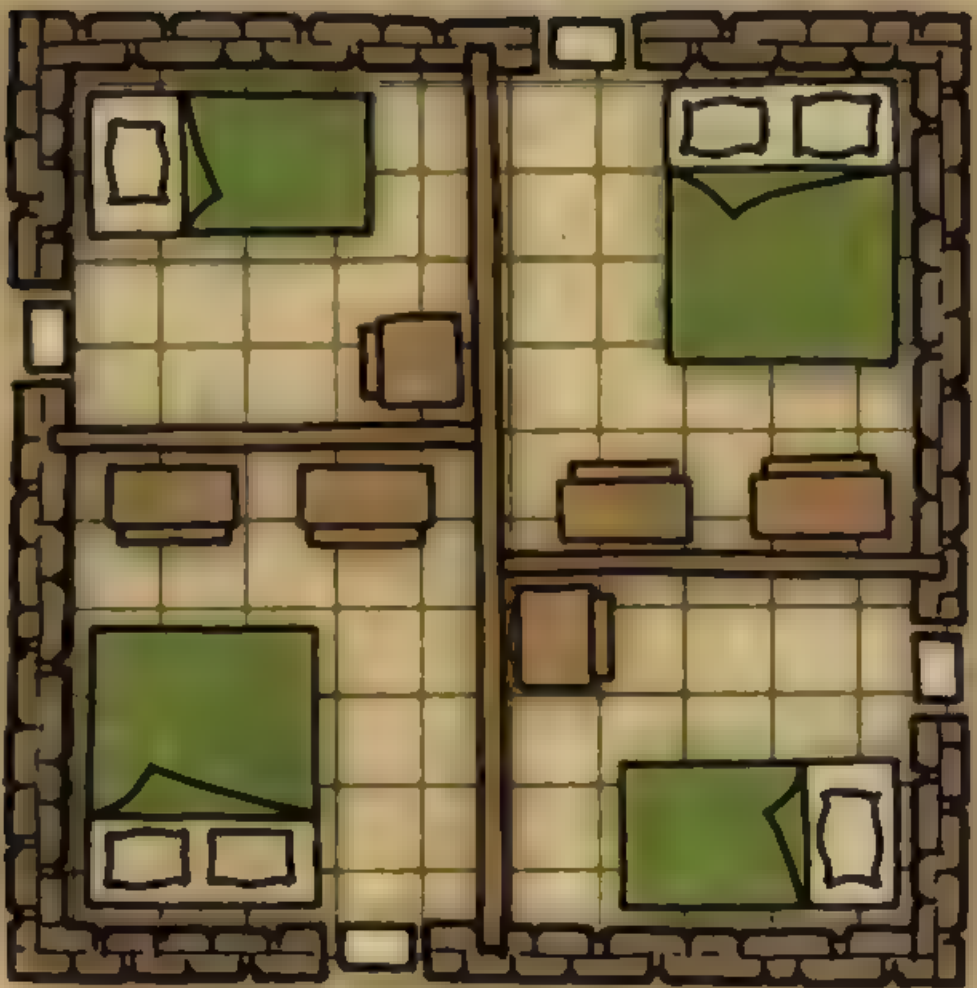
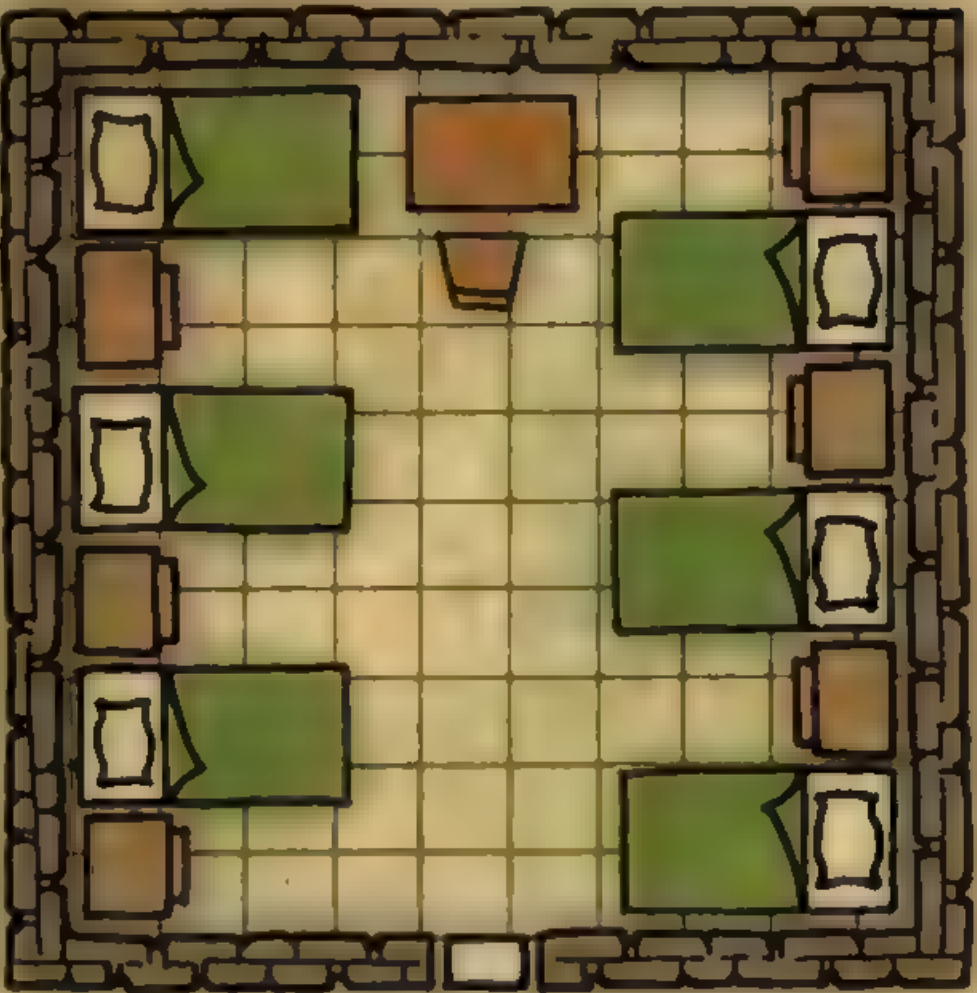
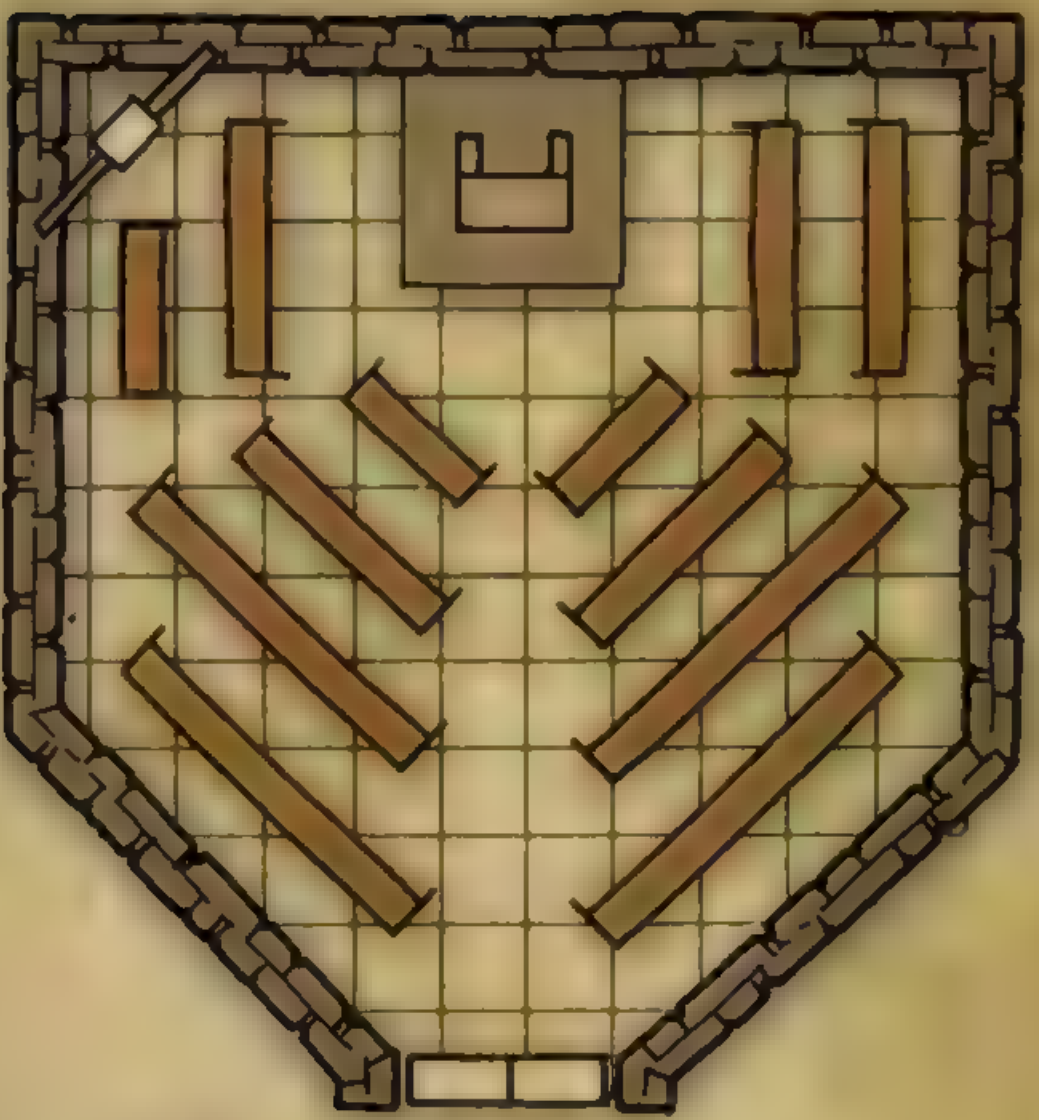
basement











MAP NOT TO SCALE



ATOLL OF FAILURE

WHERE THE INSANE
AND DYING SPEND THEIR
LAST DAYS IN ABANDONMENT.



DEAD CORAL REEF

ISLAND HAS NO ACCESS EXCEPT
THROUGH THE ARCH OF ENTRY
BECAUSE OF THE SURROUNDING
DEAD CORAL REEF

Dead Coral Reef

ARCH OF ENTRY

SHIPS MUST ENTER
THROUGH THE
DEEP WATER
AND RE-
THEAR HEL-
AND HIGHER
CLIFFS TO MAKE
THE WAY TO THE
CALM WATERS BEYOND
THE GATE TOWERS

Dead Coral Reef

Dead Coral Reef

Ship Channel

Tg
Zoo

CAVERN PORT

LIMESTONE CAVERN
HAS BEEN OPEN TO
CREATE AN INNER PORT
WITH STALACTITES.



OUTPOST



CAVERN PORT



GATE TOWERS



OFFICERS QUARTERS



MINEHEAD #1



CLINIC



LEAD AND DIAMOND MINES
AND
FACILITIES

OVERVIEW MAP

MAP CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

MAP NOT TO SCALE

GRAND GATE AND TOWERS

THE ISLANDS ONLY ENTRANCE FROM THE SEA IS THROUGH THESE GATES. THE TOWERS ARE MANUALLY OPERATED BY A CRANKSHAFT AND WORMGEAR MECHANISM.



CRANKSHAFT AND
FLYWHEEL

ENTRANCE

LEVEL THREE

LEVEL THREE

LEVEL TWO

LEVEL ONE



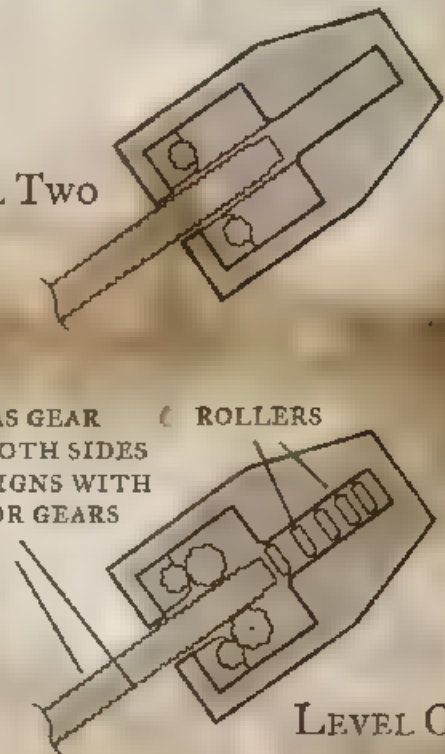
SIMPLE CUTAWAY VIEW OF ONE OF TWO TOWERS

LEVEL TWO

GATE HAS GEAR
COGS ON BOTH SIDES
WHICH ALIGNS WITH
INTERIOR GEARS

ROLLERS

LEVEL ONE



CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER



CAVERN PORT

THIS PORT WAS CREATED BY BLASTING AN ENTRANCE INTO AN ANCIENT LIMESTONE CAVERN GUILDED WITH GIANT STALACTITES AND OTHER WONDEROUS FORMS. SHIPS UNLOAD PROVISIONS ONTO SMALL RAILCARS WHICH THEN LEAD 300 FEET INTO THE MOUNTAIN WHERE THE SHAFT LEADING TO MINEHEAD #1 BEGINS.



MAP NOT TO SCALE

CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER

GRADE AND SORTING ROOM

DIAMONDS ARE DEPOSITED
IN THESE BINS AND SORTED
BY THEIR QUALITY

SHAFT HOIST

ELEVATOR LOWERS AND RAISES
PROVISIONS, DIAMONDS AND LEAD
INGOTS TO CAVERN PORT

OFFICES

STORAGE

ELEVATOR SHAFT

MINEHEAD #1

THIS MINE SHAFT IS THE MOST IMPORTANT
OF THE TWO SHAFTS. SLAVE LABOR ARE LOWERED
AND SHUTTLED TO VARIOUS WOLF HOLES TO DIG
FOR RAW DIAMONDS.

WINDMILL/PUMPHOUSE

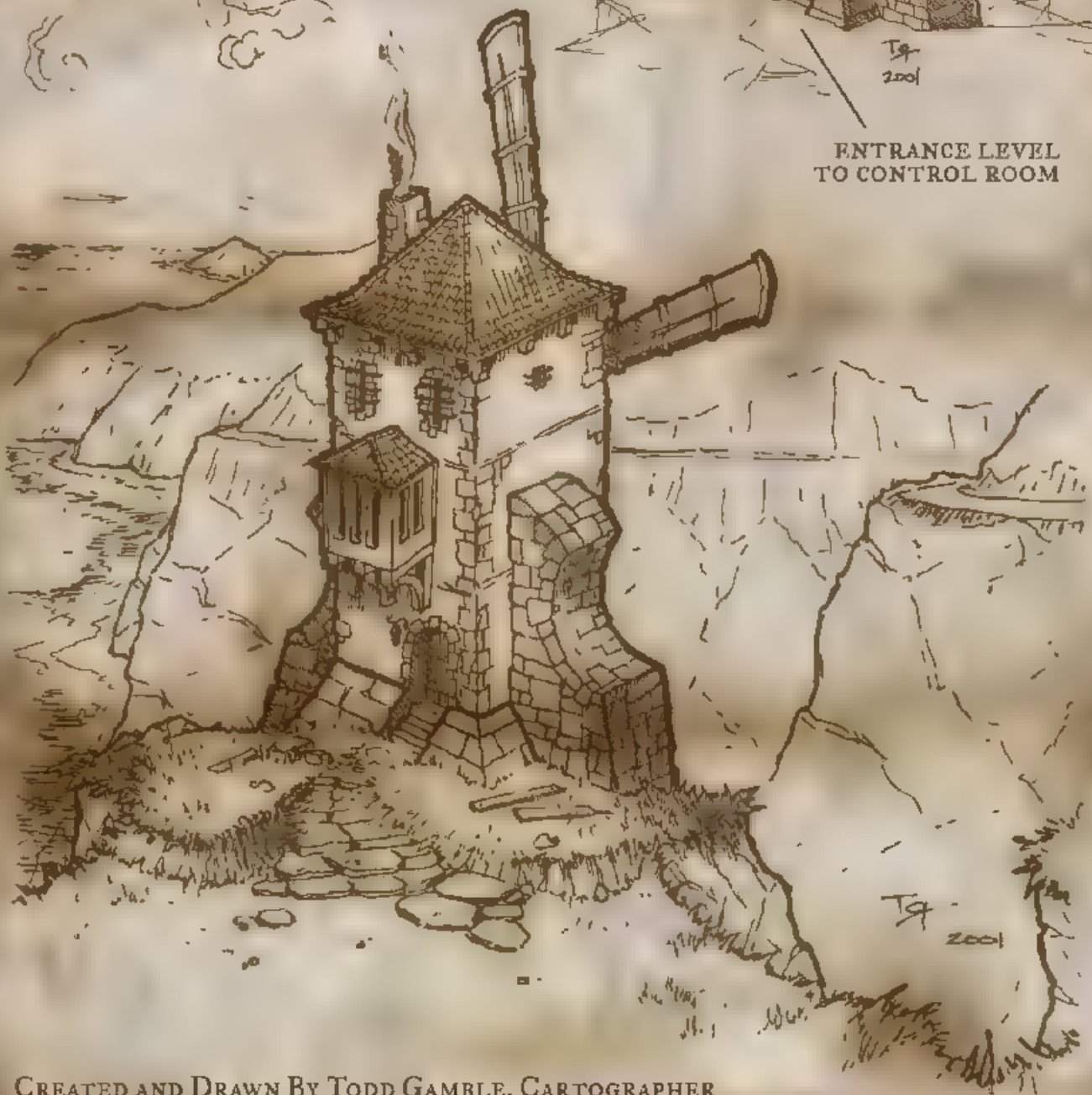
MAP NOT TO SCALE

THE WINDMILL GENERATES A MODERATE
AMOUNT OF ELECTRICITY BUT MOST IMPORTANTLY,
IT IS USED TO PUMP OUT FLOODED MINE SHAFTS AND
BRING FRESH WATER UP FROM THE SPRINGS
WITHIN THE LIMESTONE.

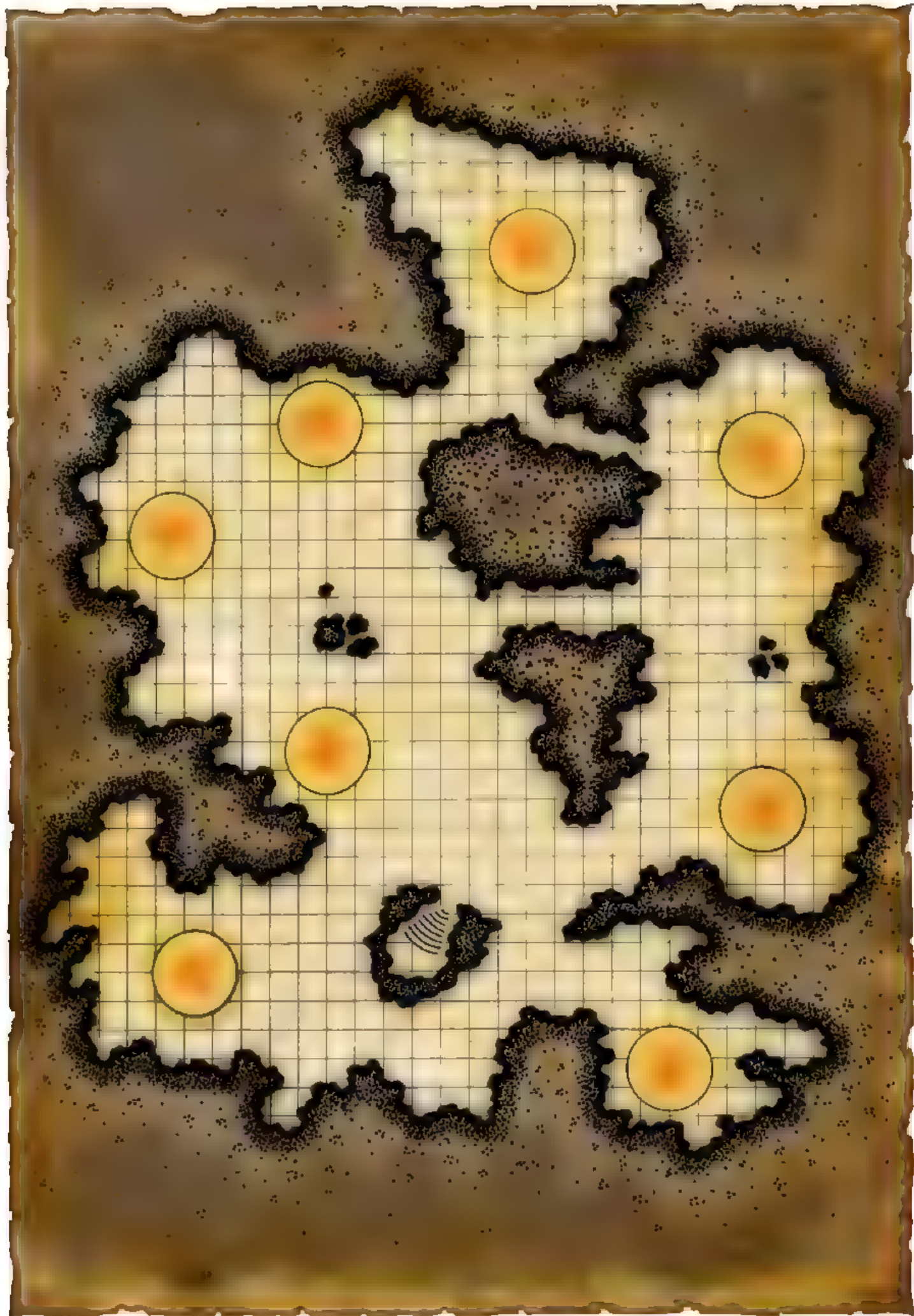
OPERATOR'S
QUARTERS

MOTOR AND
PULLEY SYSTEM

ENTRANCE LEVEL
TO CONTROL ROOM



CREATED AND DRAWN BY TODD GAMBLE, CARTOGRAPHER





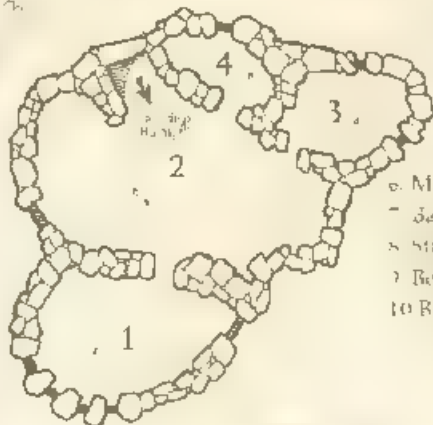
Poh-Joc-Lah Village Dwellings

1. 2. 3. 4. 5. 6. 7. 8. 9. 10.

Typical Dwellings



0 25 50 100 feet



- 1. Stair
- 2. Main Room
- 3. Bed Room #1
- 4. Bed Room #2
- 5. Shared Storage
- 6. Main Room
- 7. Bed Room #3
- 8. Study
- 9. Bed Room #4
- 10. Bed Room #5

Joan C. Parola, Cartographer



artesian lake at-a-glance



plan view / location



profile



plan view / interior



Typical Food Preparation Utensils

Underwater Treasury (artesian lake)



- A. Artesian Lake
- B. Main Treasury Chamber
- C. Source of Water
- D. Secret Escape Passage
- E. Private Storage Chamber
- F. Historical Records and Items
- G. Dwellings Near the Lake

Três e quatro, e artoagrar.

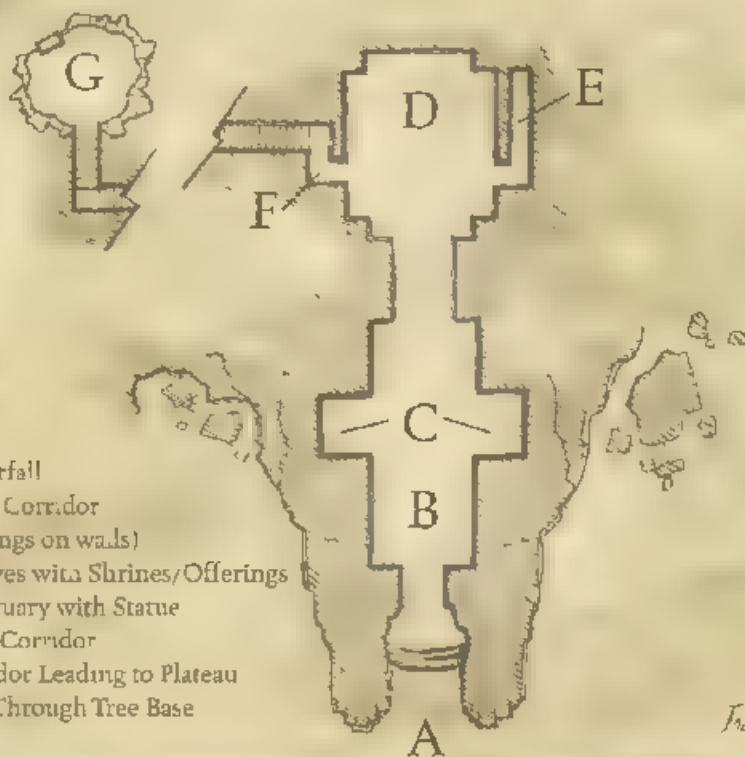
Legend

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

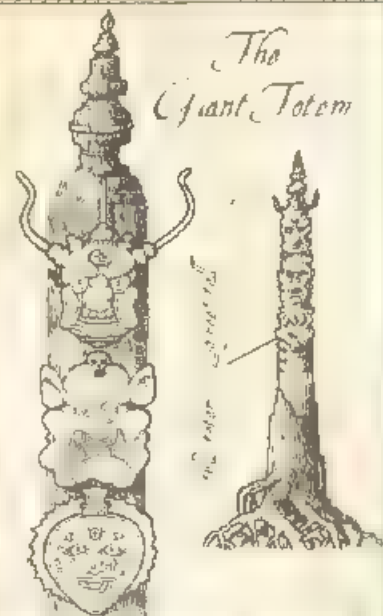
One Square Equals: _____

Mountain Cat Temple



- A. Waterfall
- B. Main Corridor
(carvings on walls)
- C. Alcoves with Shrines/Offerings
- D. Sanctuary with Statue
- E. False Corridor
- F. Corridor Leading to Plateau
- G. Exit Through Tree Base

The Giant Totem



Isa C. Jambó, C. cartographar.

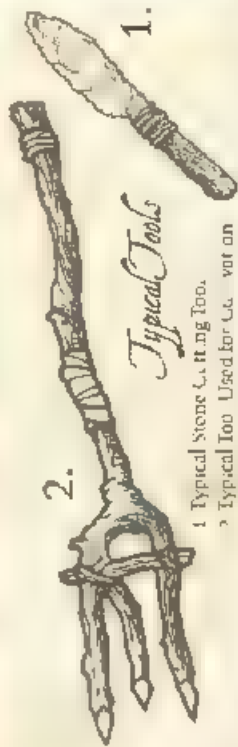
The Greater Poh-Joc-Lah Valley

(overland view looking north)

Giant Totem

Plateau of the People

Sum-Tah-Wah River



Typical Tools



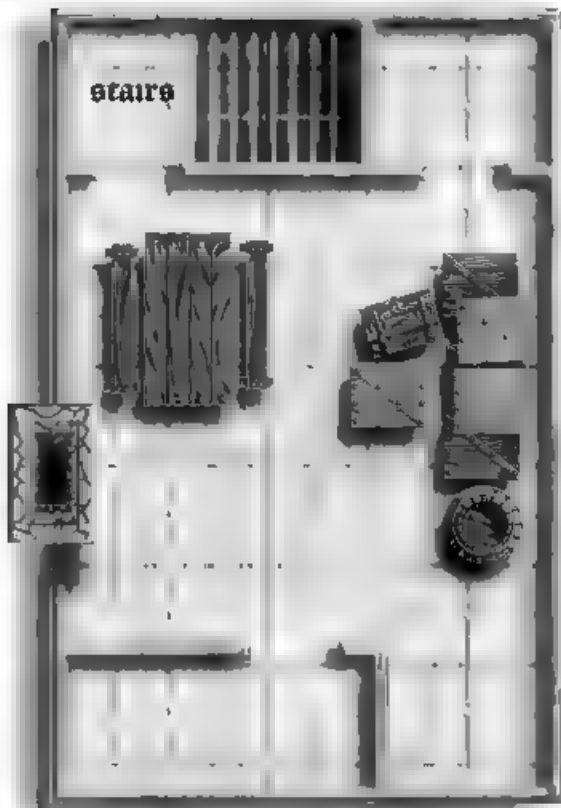
Todd (farther) cartographer



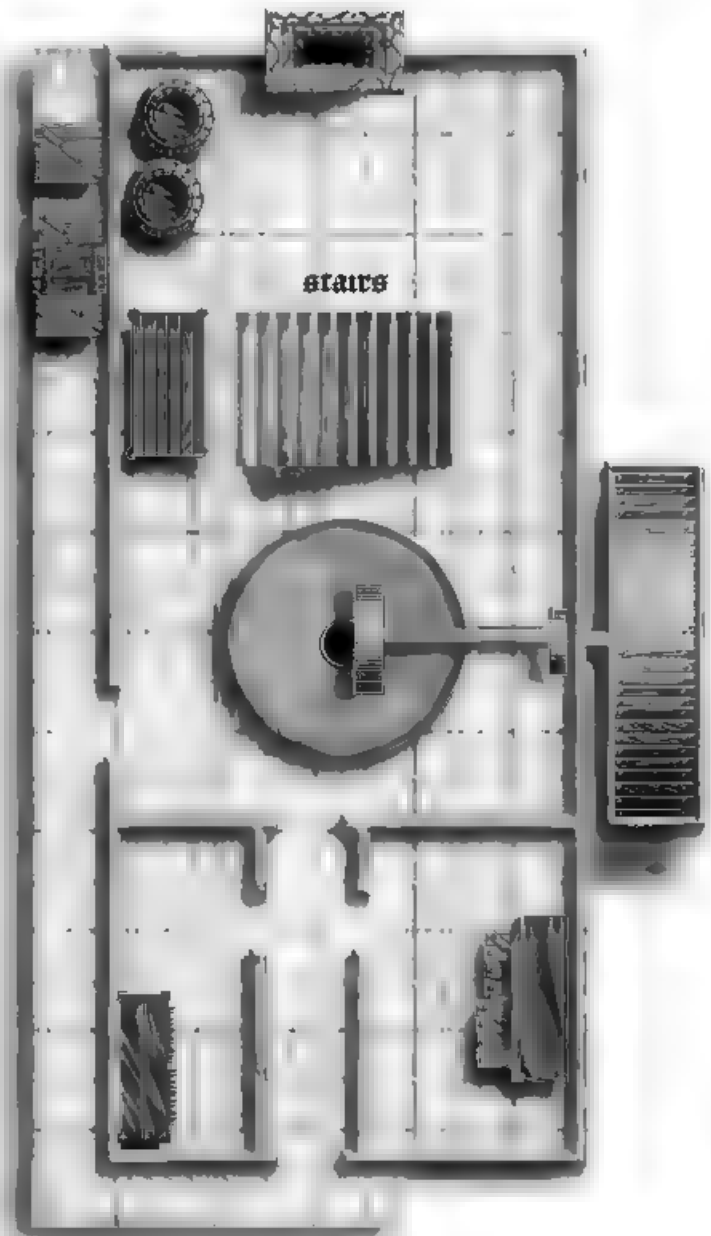
Overview Map

Haunted Grist Mill

One Square Equals 5 Feet



Level Two

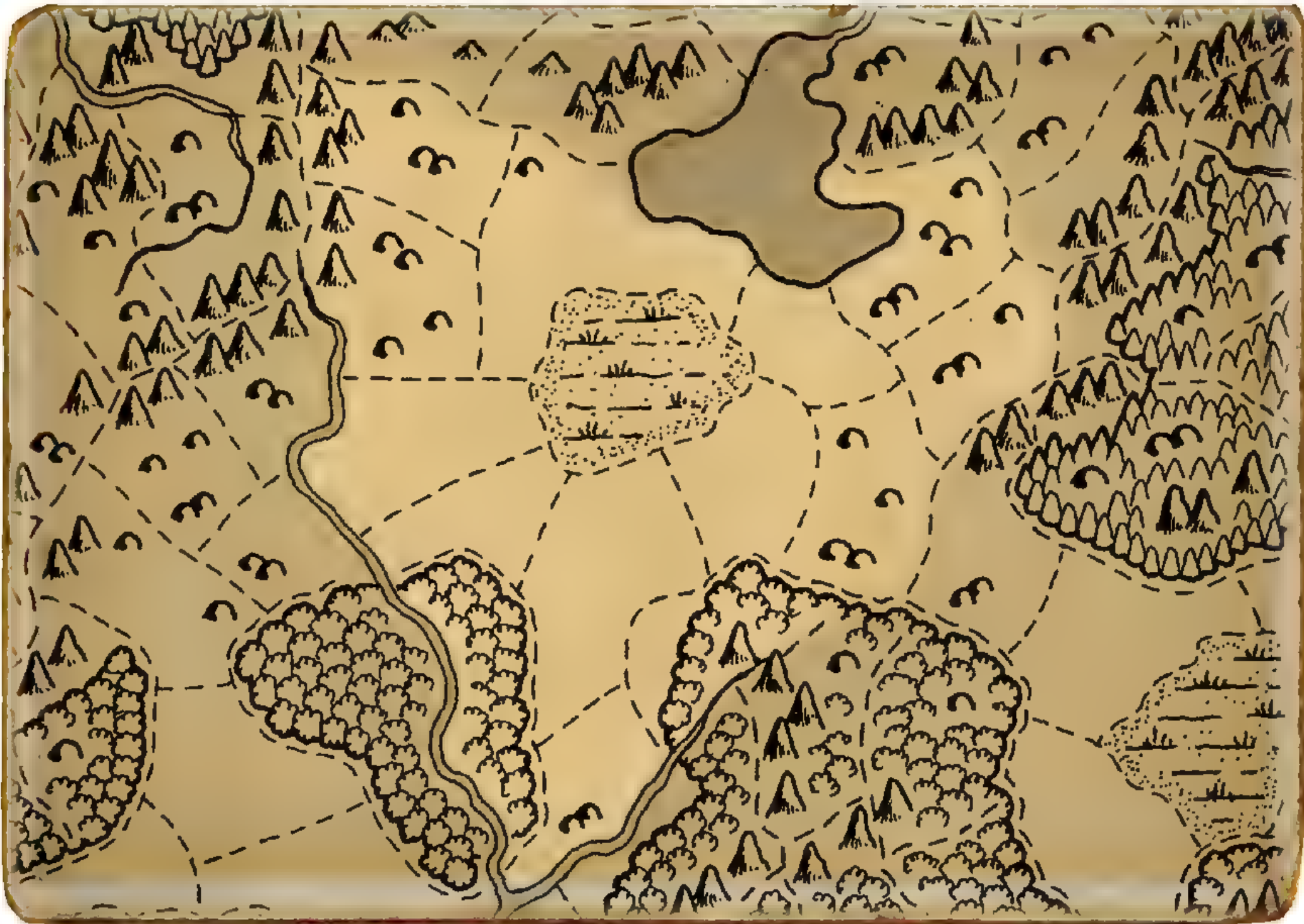


Level One











Isleland Map

Overland Map of the
Isle of Izrom

and
Surrounding Vicinity

0 2 4 8 Miles



Subterranean Palace

Very few are able to witness the beautiful Palace interiors. Some of the finest provisions are contained here as well as the blessed healing pool.

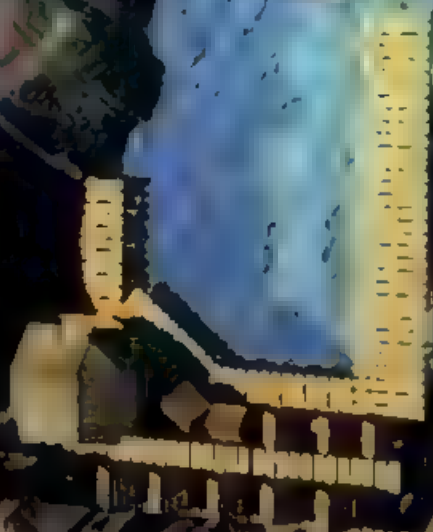
"The Great Petrified Worm"



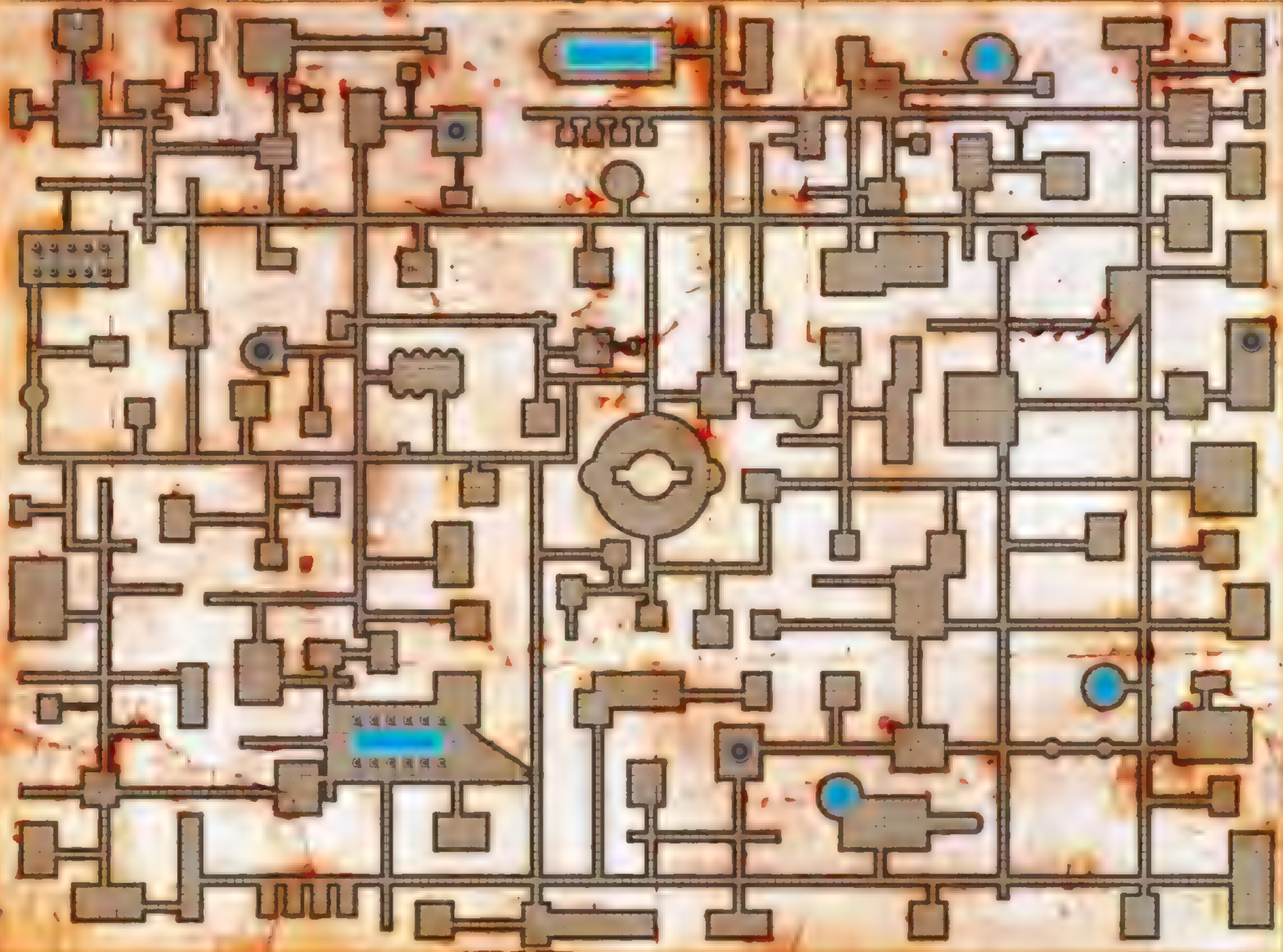
The upward staircase leads to other lavish levels of the Palace as well as the grand heated bathes made from gold and pearl tiles.



Pirate Roost

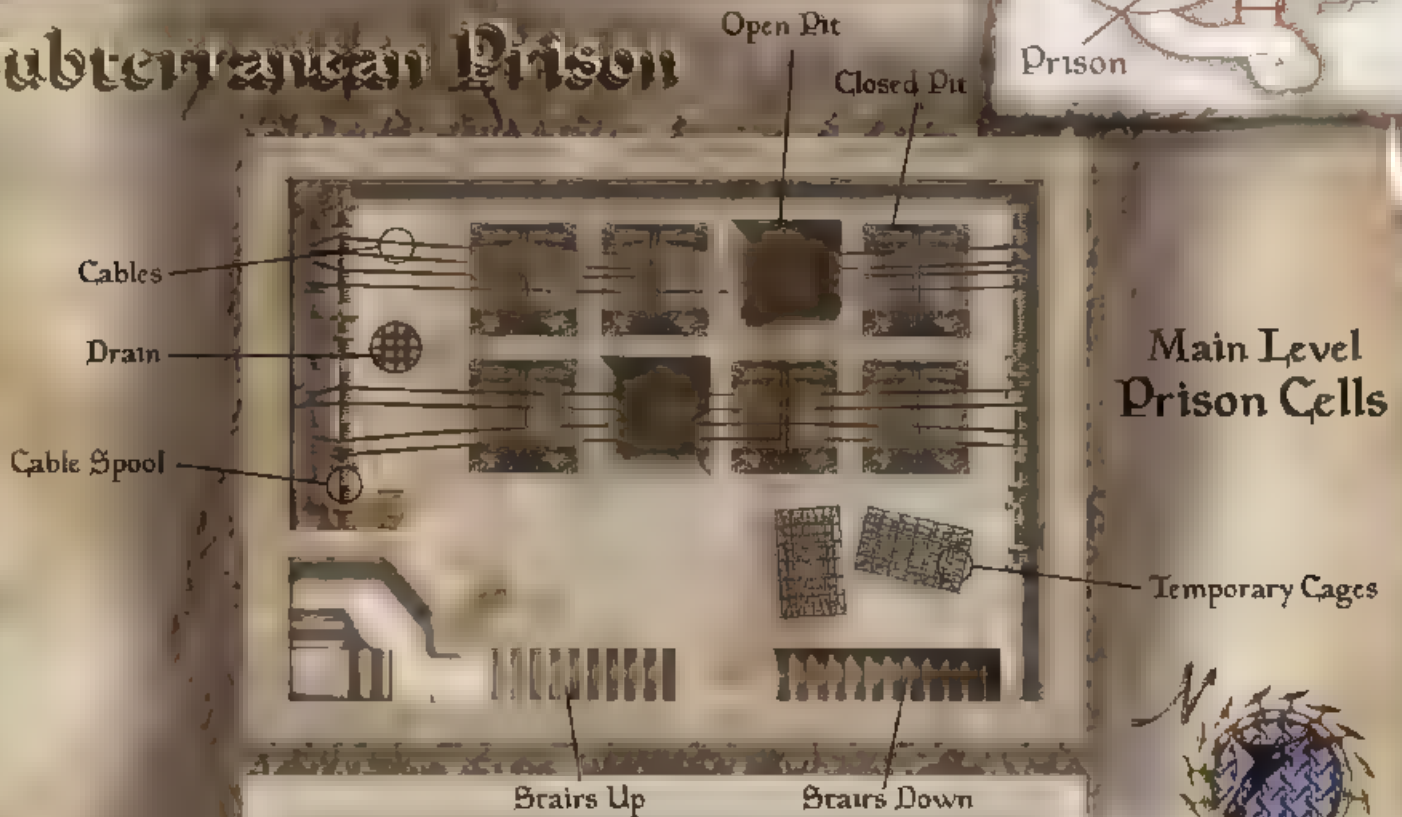






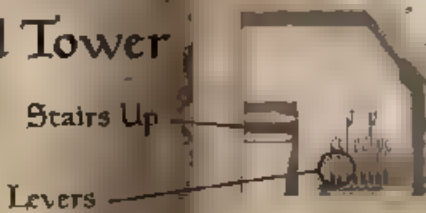


Subterranean Prison



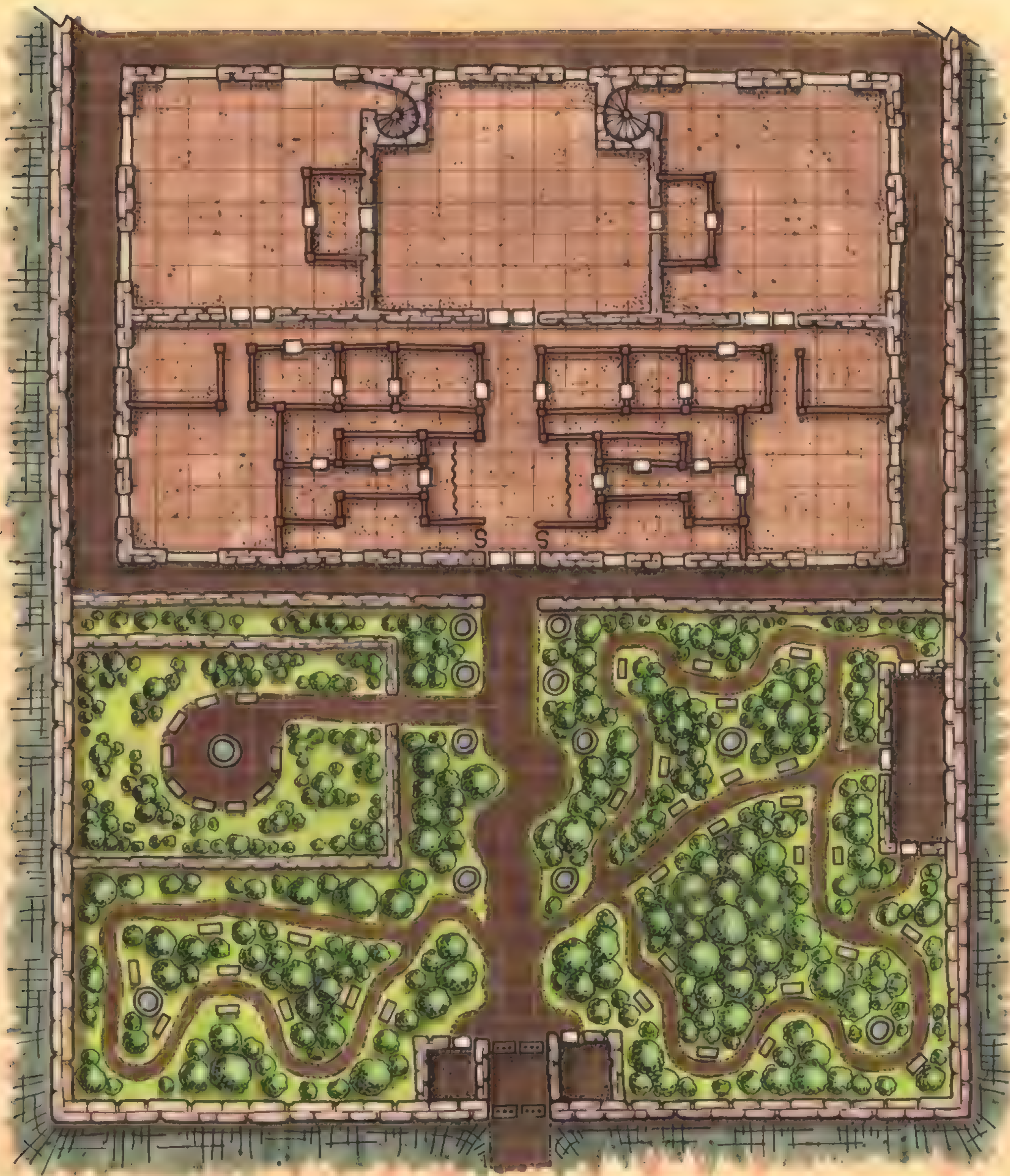
Main Level Prison Cells

Upper Level Guard Tower



This is only one of six prison facilities which includes a torture/confession/execution room. There are eight iron bar cells which are lowered into pits by way of an overhead cable system. The cable system is operated by levers situated in the guard tower. Prisoners are carried up to their cells in temporary cages. The maximum capacity for each cell can be 10 prisoners, standing room only. The bottom of each cell can contain six to twelve inches of stagnant water and waste when lowered into a pit.







Salt Mine Level 5

Mine Elevator
from level 4

Abandoned Mine Cart Tracks

Explosives

Explosives

Salt Pile

Mine Elevator
to level 6

There are seven levels to the subterranean salt mining operation. All of the salt deposits are found outside of the Great Petrified Worm area. The local story is that the salt is what killed the great worm moments before the cataclysmic mud flow from the last large eruption of Mount Charles. Level 5 is no longer used for mining and is primarily used only for storing large piles of salt. Beware, there are very old, salt-encrusted crates containing explosives lying around the mines and are extremely unstable.

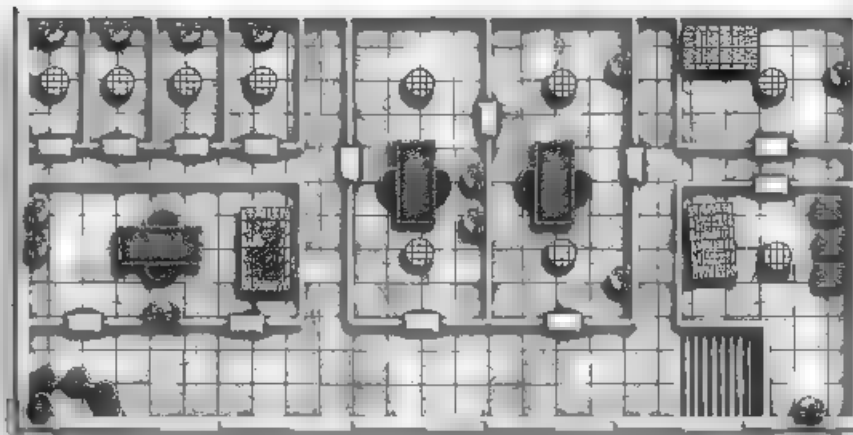


Sanitarium

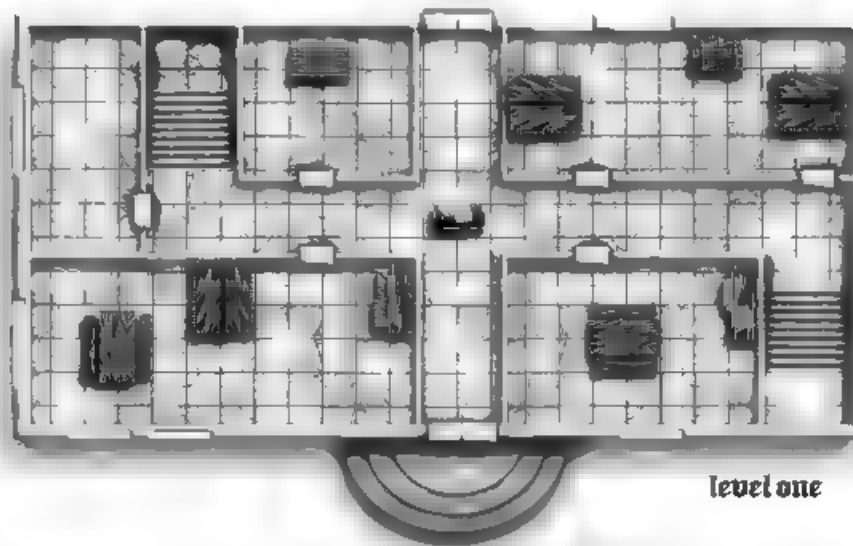
One Square Equals 5 Feet

Key

-  surgical table
-  lab animal cage
-  drain
-  brazier
-  stairs
-  lab rinse basin



level two

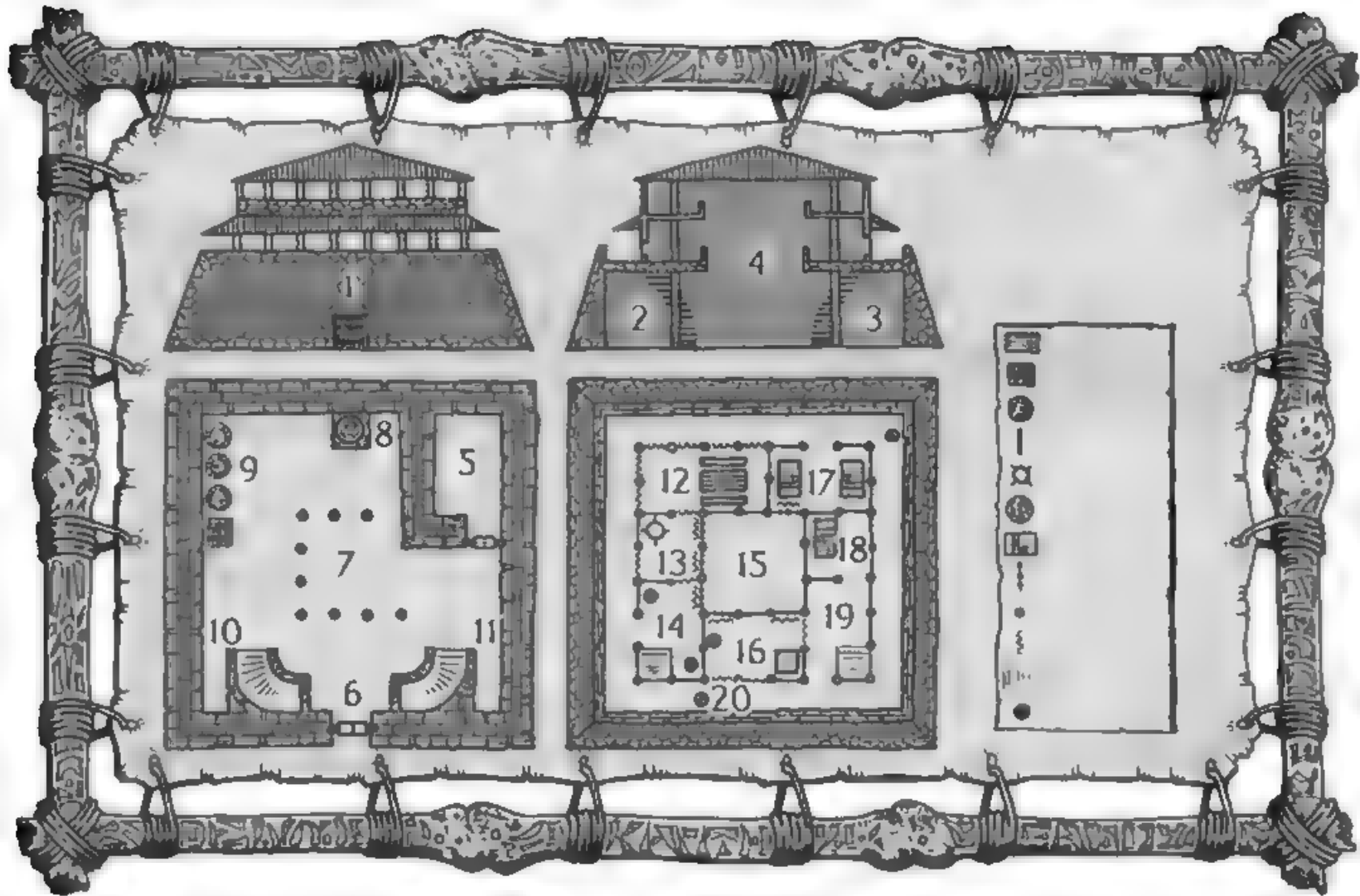


level one

catacombs

basement





School of Sorcery



Figure 11



Figure 12

Figure 13



Figure 14

Figure 15

Figure 16



Figure 17

Figure 18

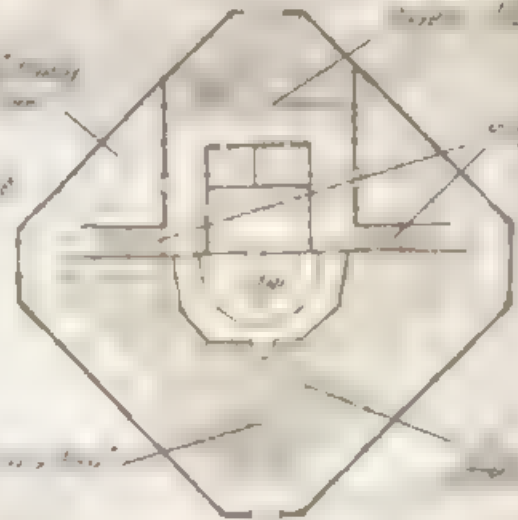


Figure 19

Figure 20

Figure 21

2

1

Figure 22

School of Sorcery



Level 1 up
Master's Quarters

Stairway Up



Level 1 down

Storage, First Personation

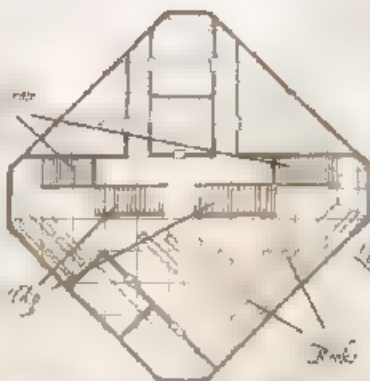


Stairway down
Baths

Level Three

Stairway Up

Apprentice Quarters



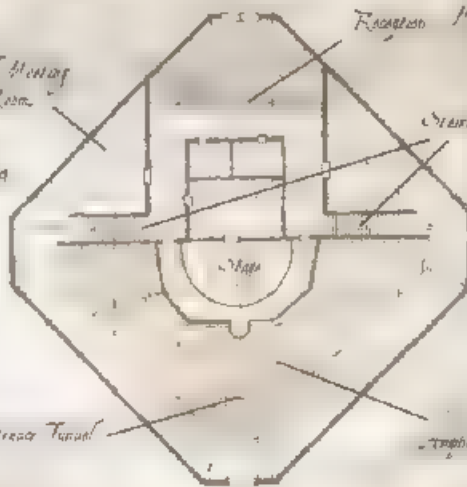
Stairway down
Baths

Stairway Up

Level Two

Library, Laboratory, Study & Chamber

Pool



Level One

Reception Hall

Stairway Up

Stage

Access Tunnel

Amphitheater

One Square Equals 100 Feet

5

4

3

2

1

Entrance to Tower

Sorcerer's Laboratory

*Sorcerer's
Tower
along bridge*

*Current
Rampart*

Entrance to Tower

*Sorcerer's Tower
south end of the Great Pyramid of the Sun*

Entrance to

4 Sleeping Quarters

3 Living and Dining

2 Sorcerer's Laboratory

*1 Entrance to
the Tower*

Entrance

1

Entrance to Tower

Entrance to Tower



Sorcerer's Tower



Sorcerer's Tower

the tower is built

Sorcerer's Tower

Sorcerer's Tower

South end of the Great Pyramid of Giza



5 Observatory

4 Sleeping Quarters

3 Library and Study

2 Sorcerer's Laboratory

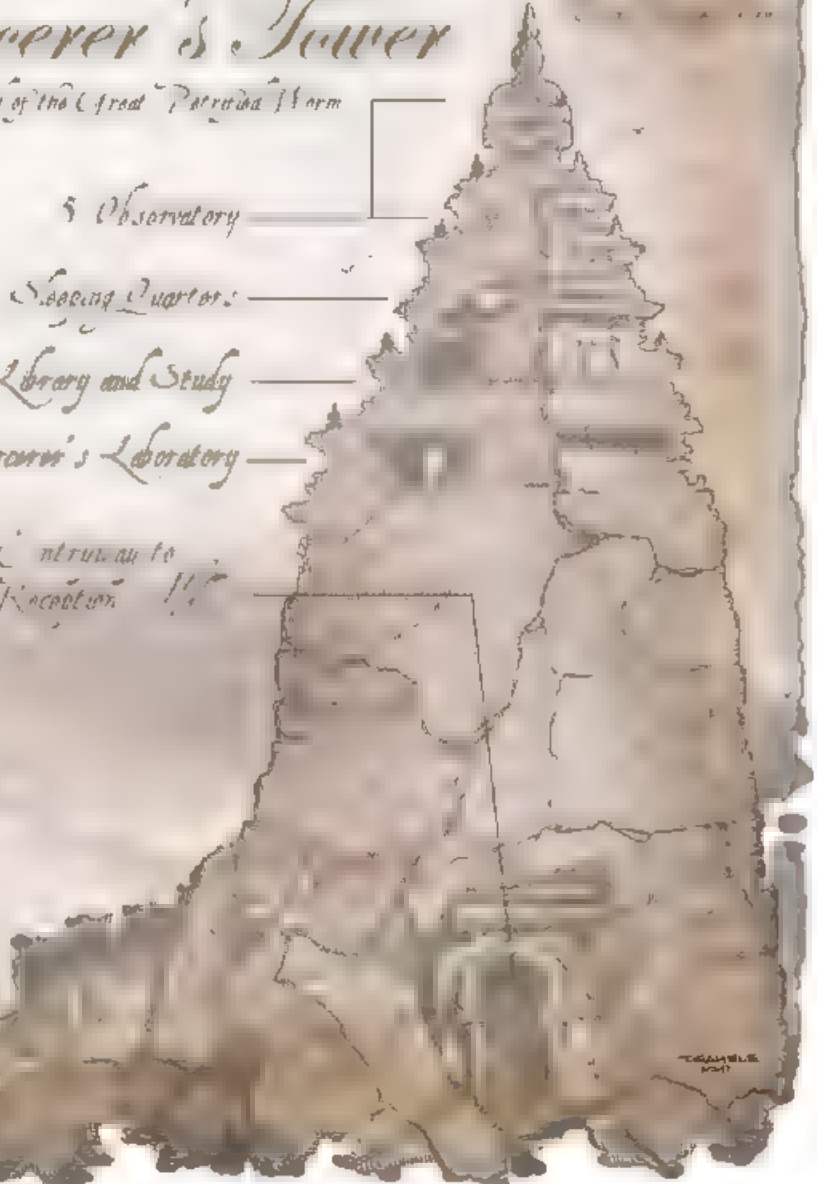
1 Entrance to Reception Hall



Staircase

Passage

See also location



See also location





Ground Level

Balcony Level

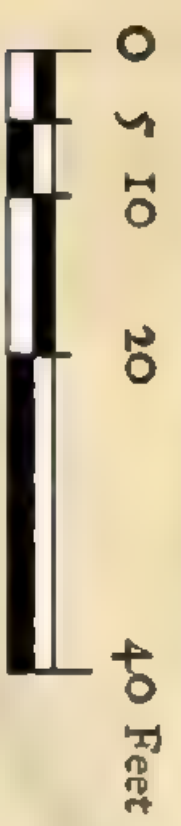
Statue

Steps

Base of Butress

Column

Stairs up to Balcony



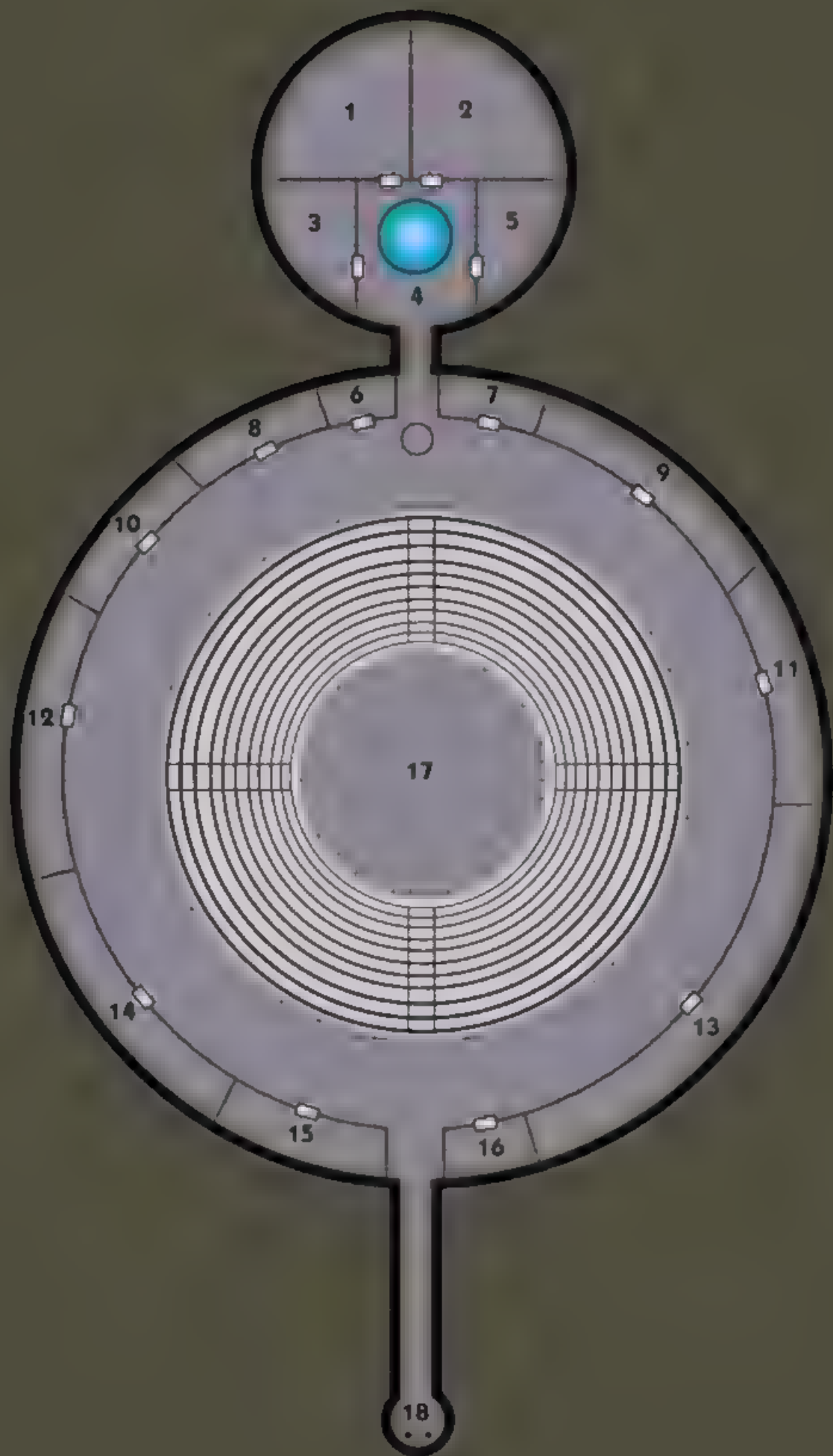
Compsite of Rosque

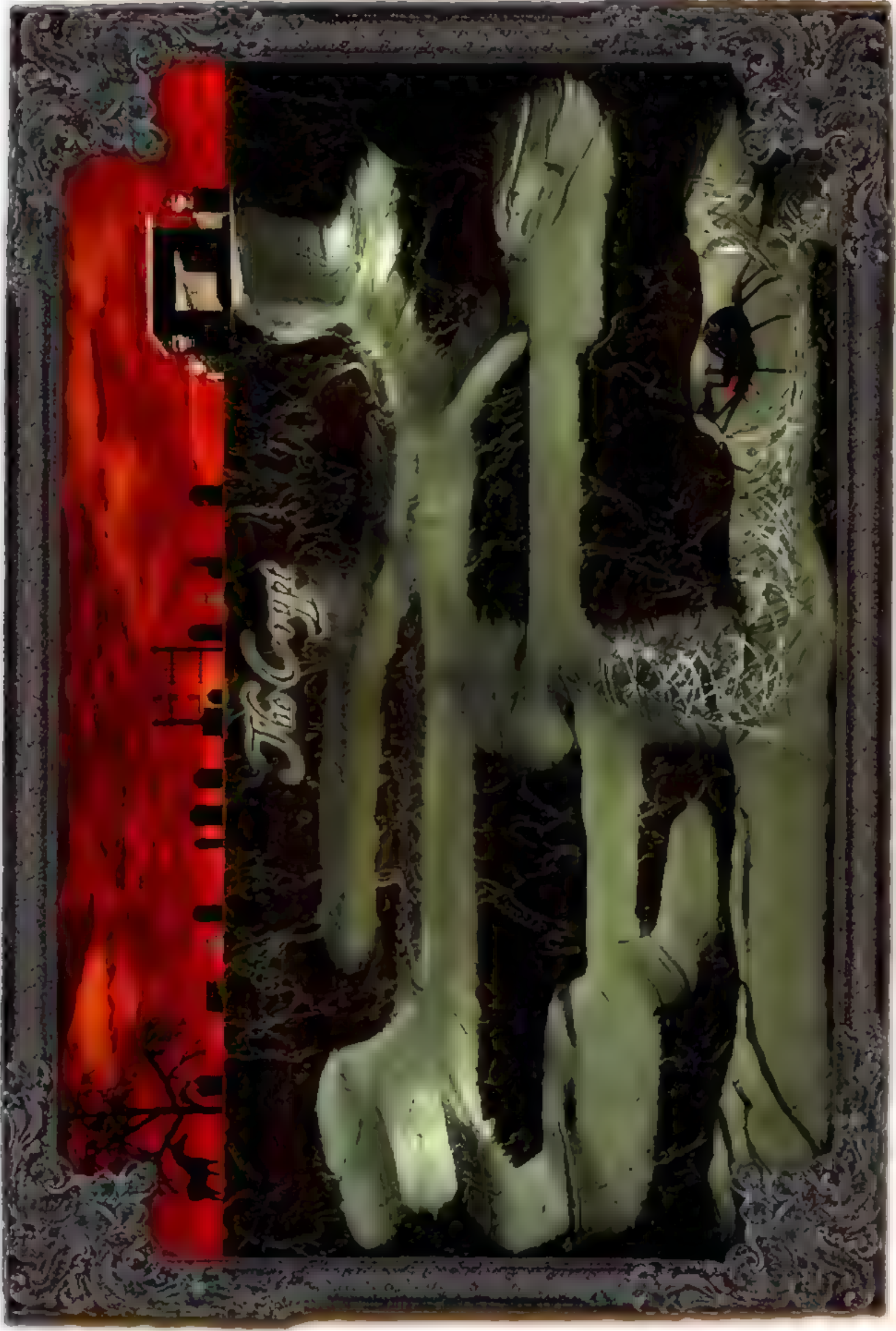
Todd Gamble, Cartographer





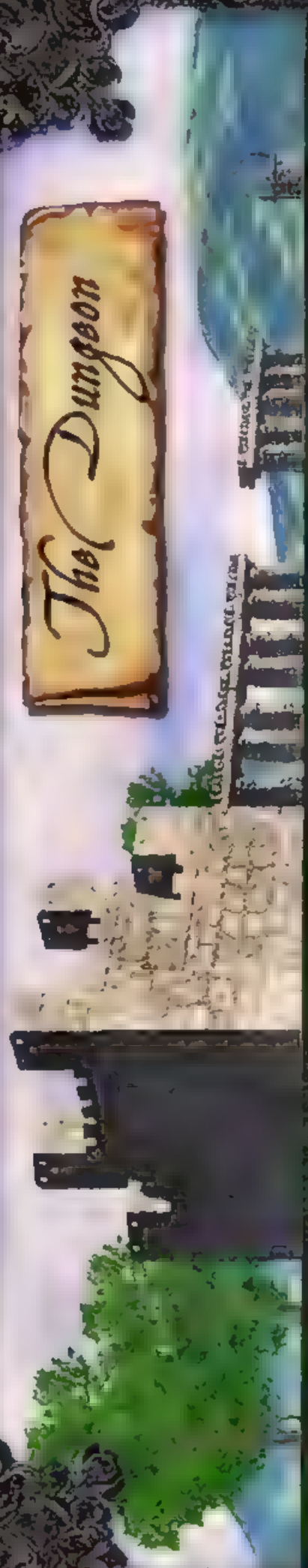


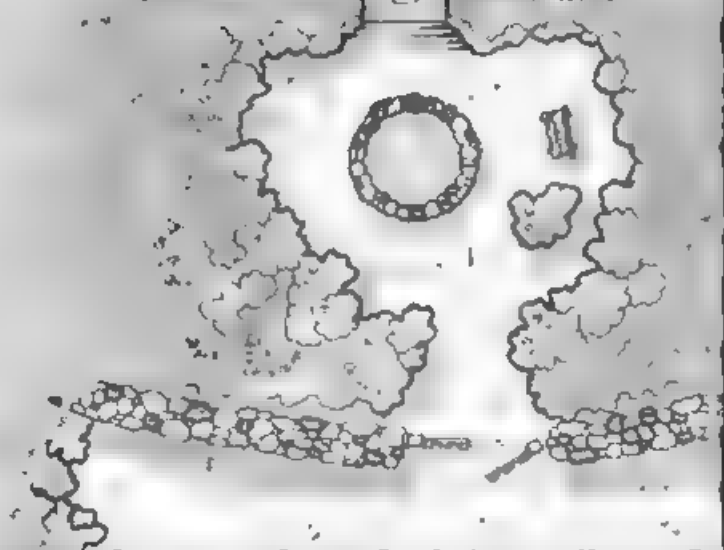
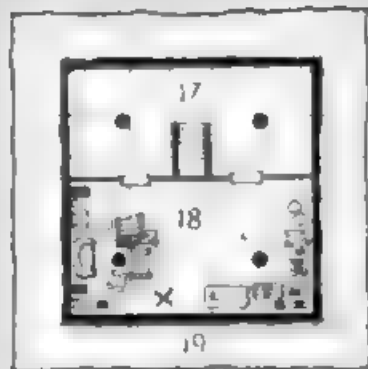
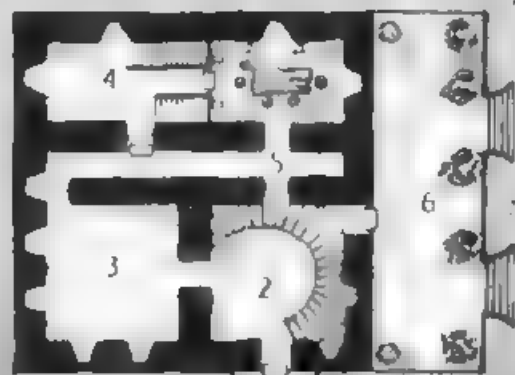
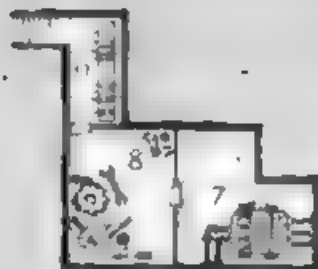
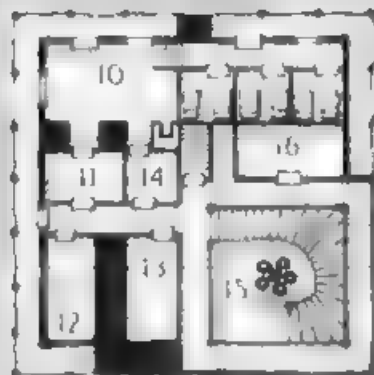


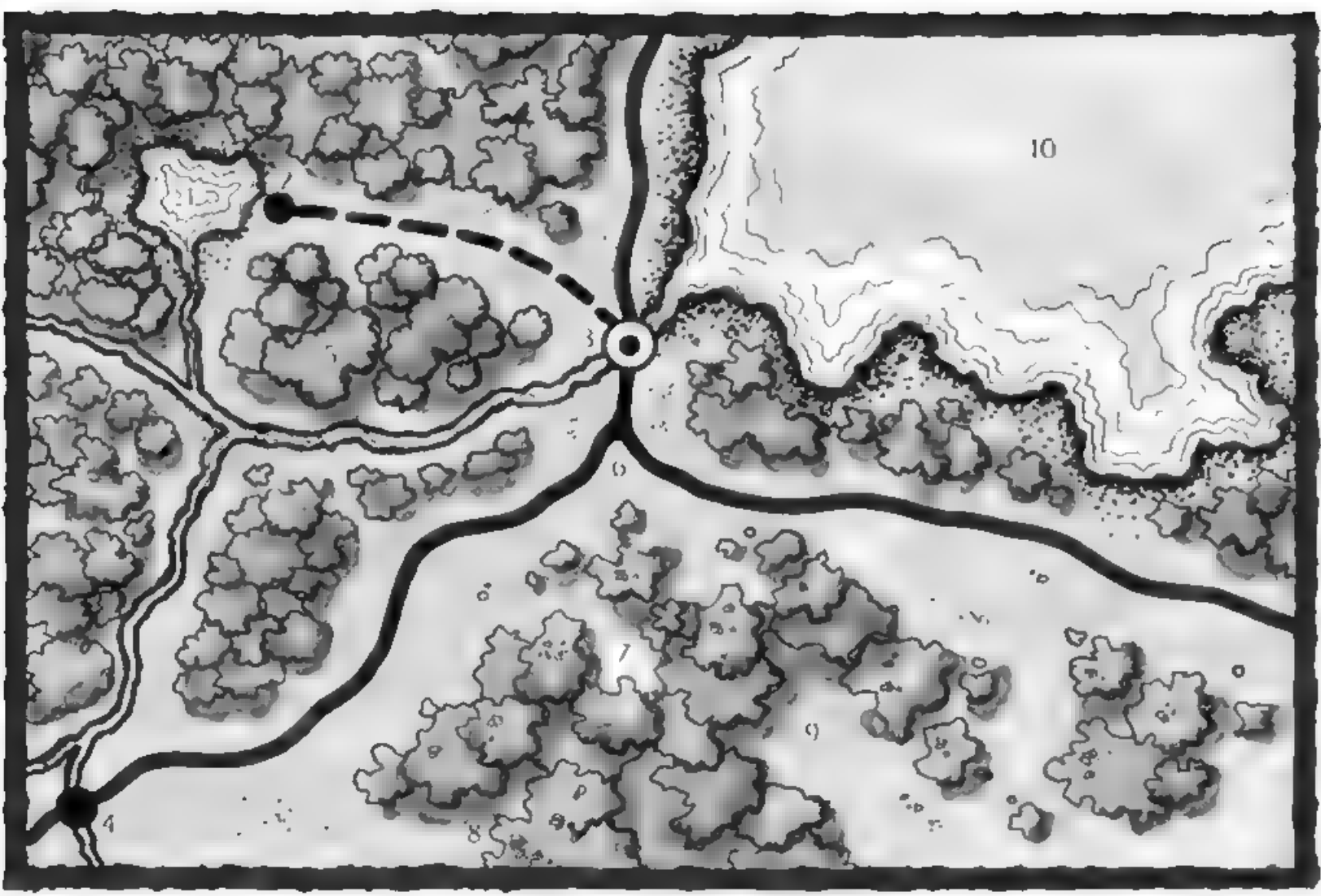


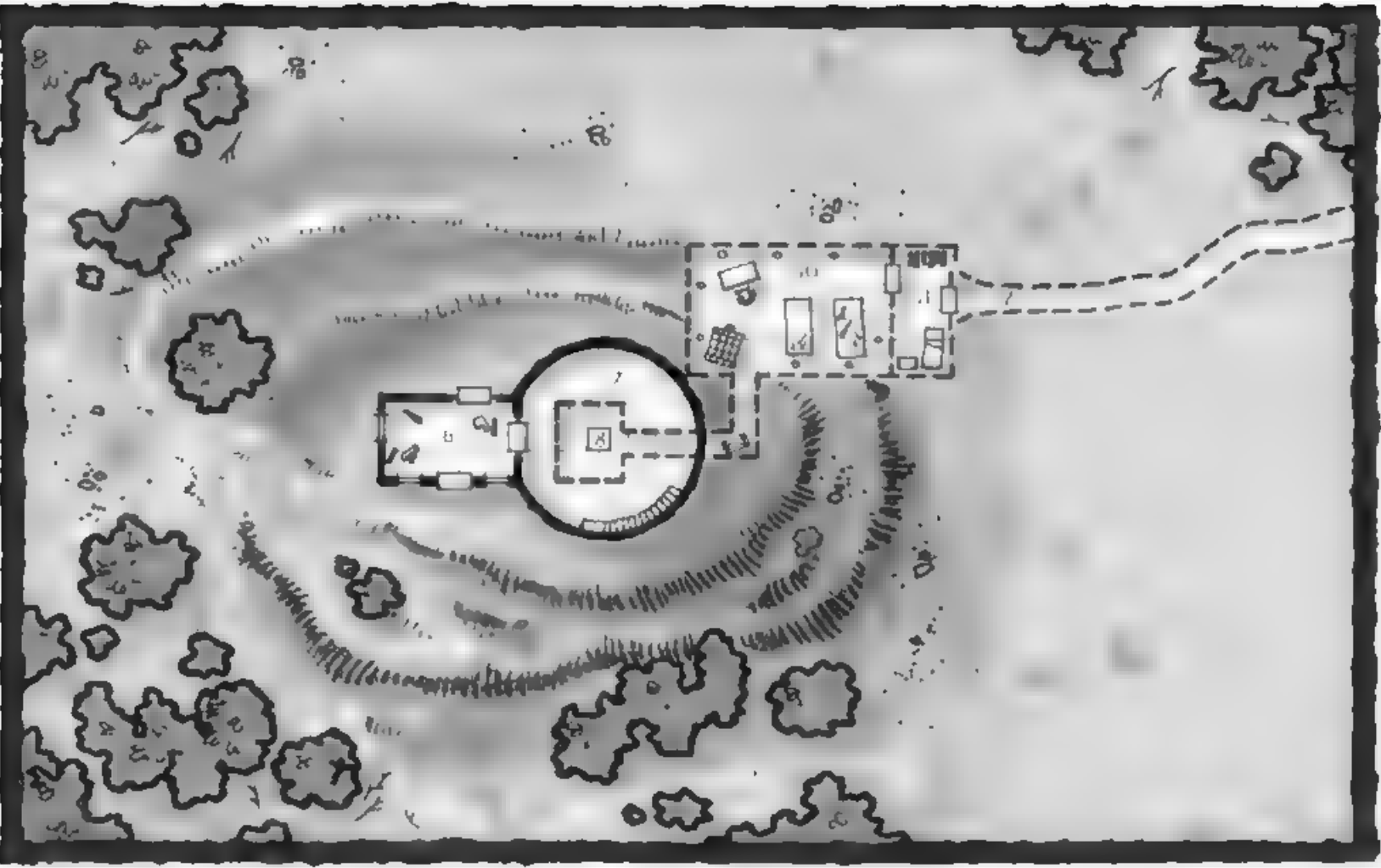
The Countess

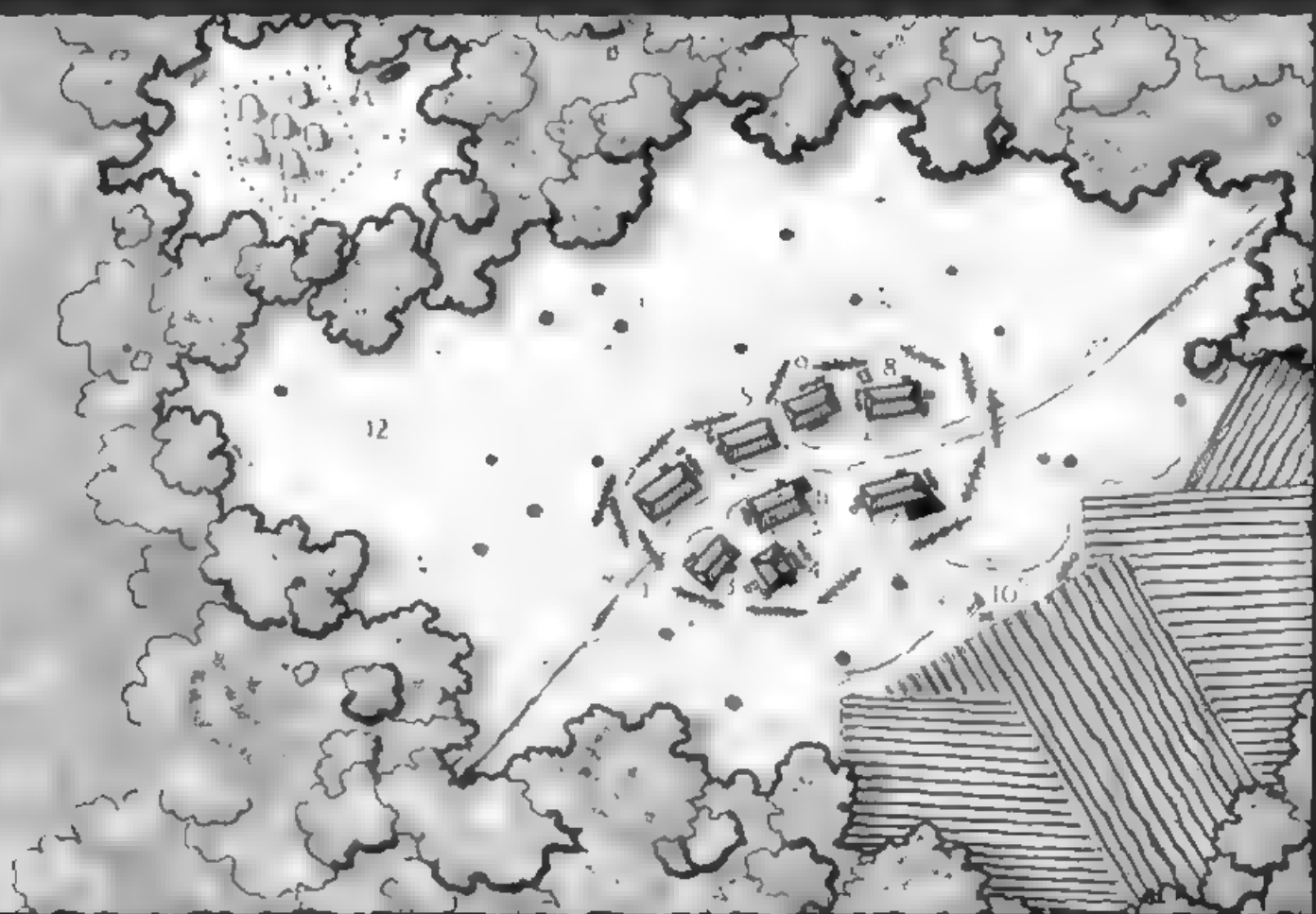
The Dungeon











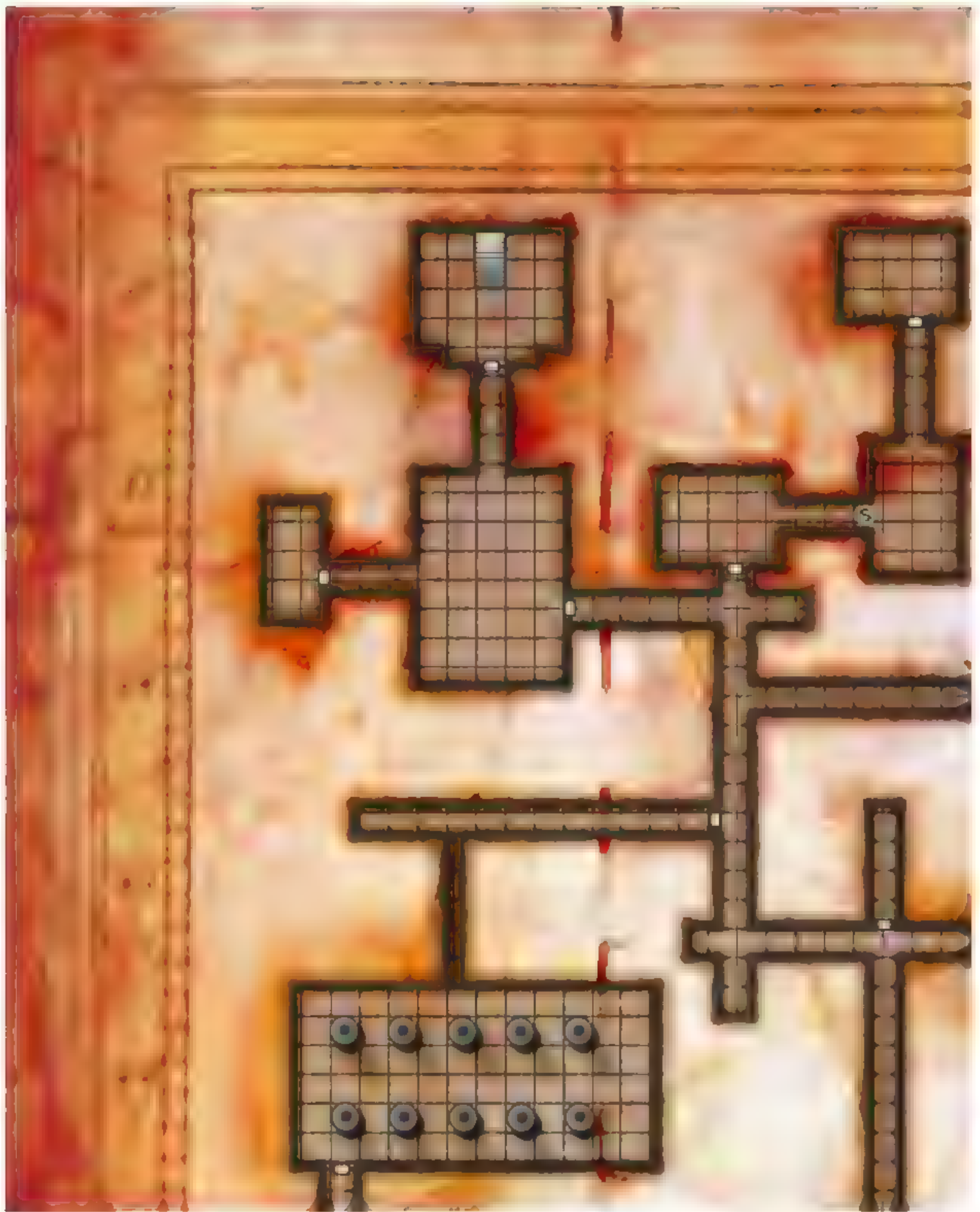
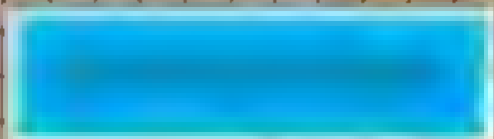


Abb. Map of the Day of the



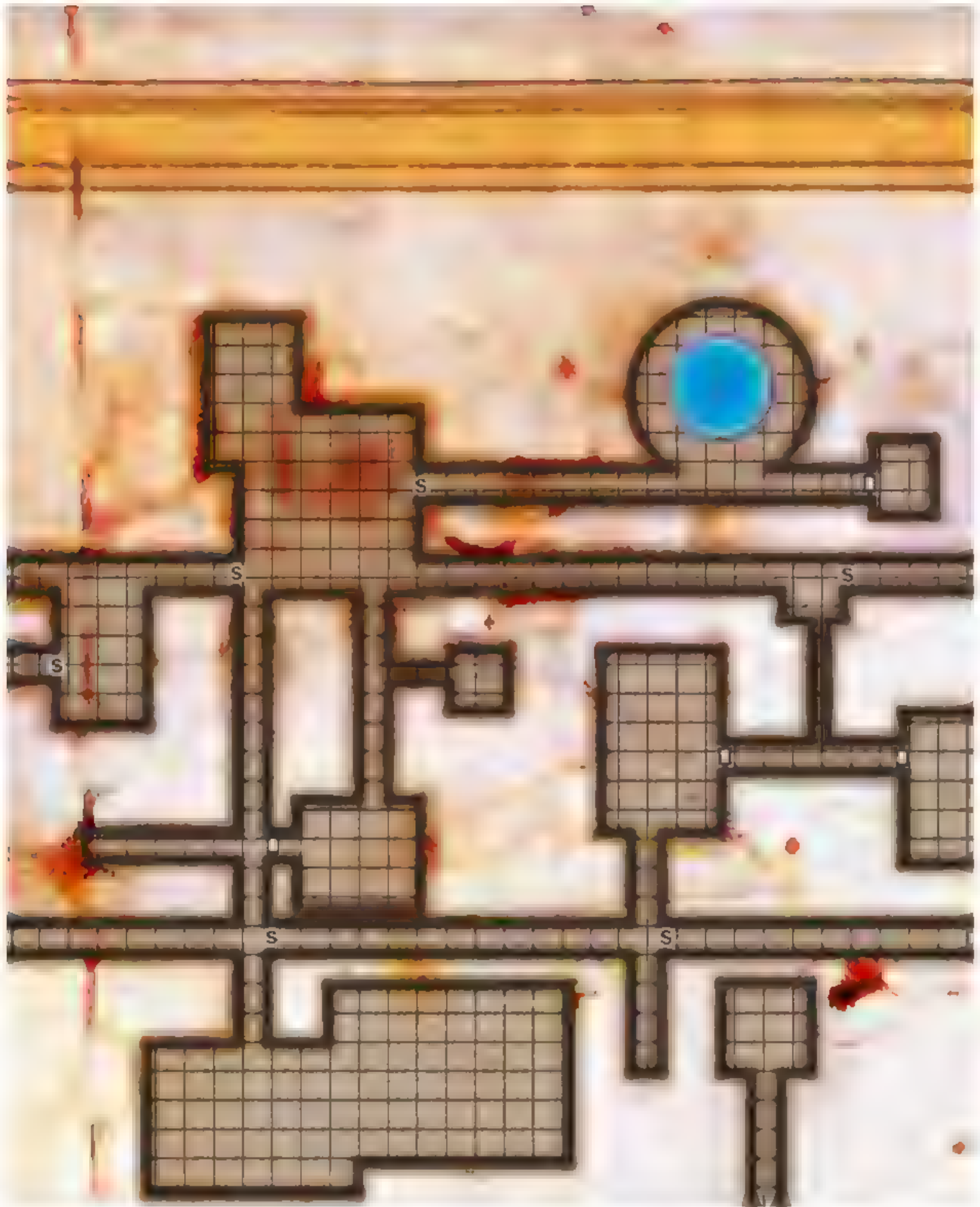


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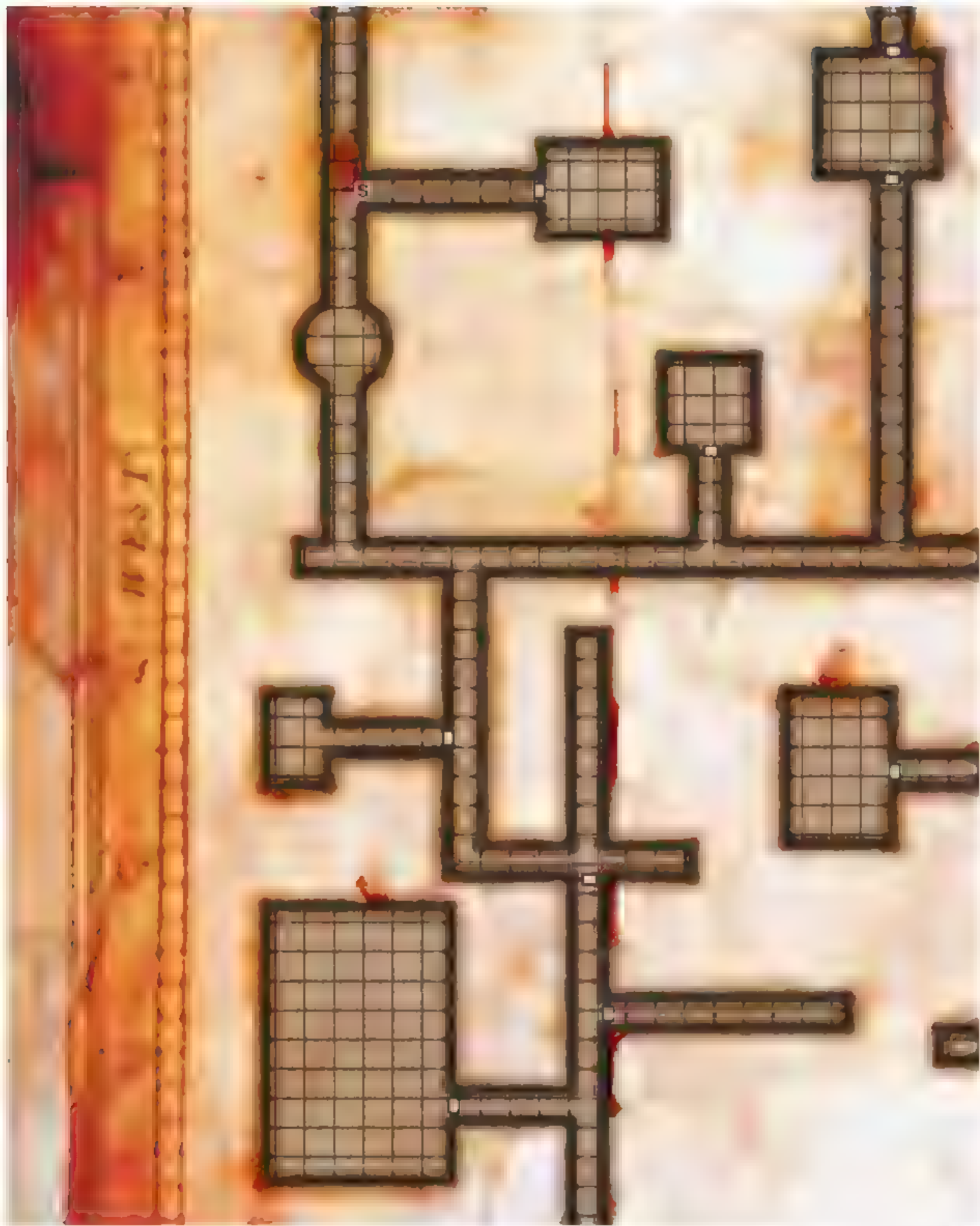


Map of the building



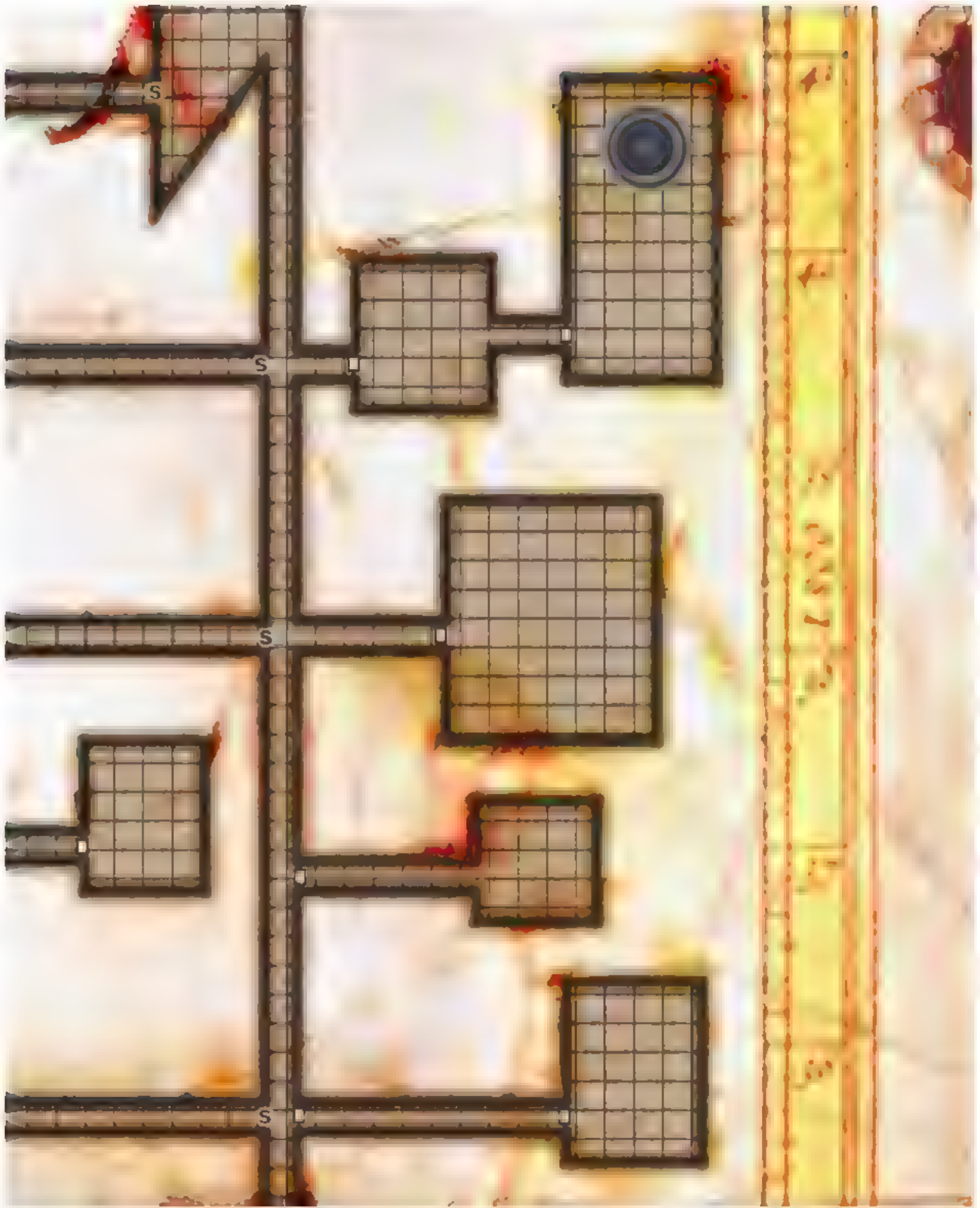




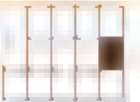








Map Unit Diagram





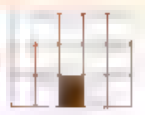
Mini Map Layout Diagram

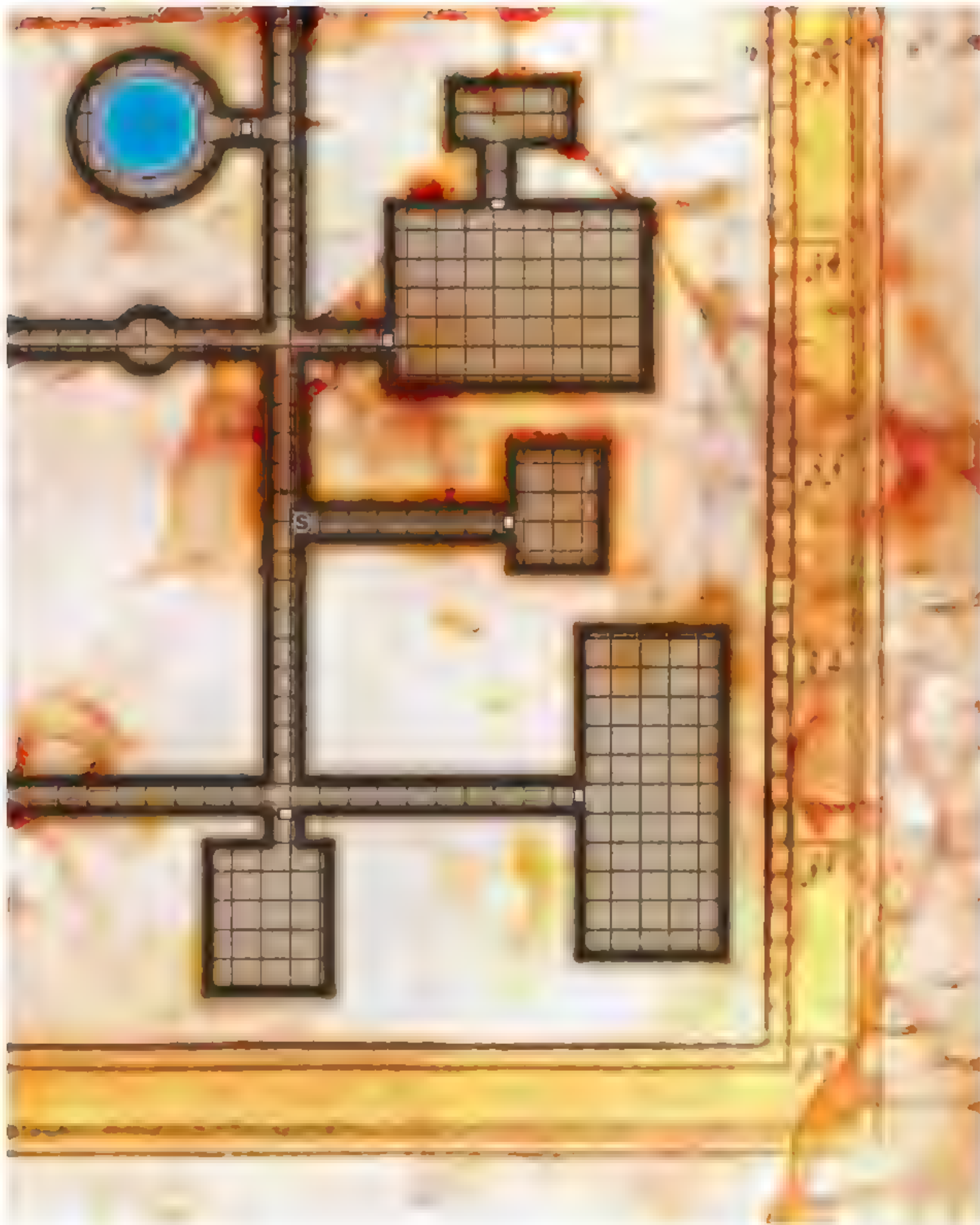






ZUND





*Tower
Of*

Deception



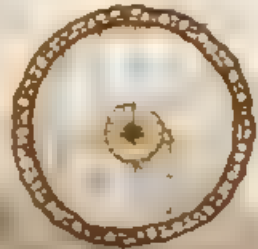
Level Nine



Level Eight



Level Seven



Level Six



Level Five



Level Four



Level Two



Level Three

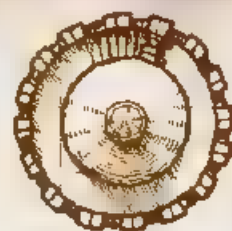


Level One

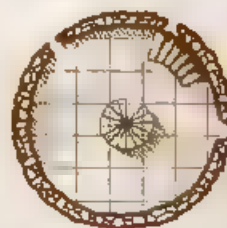


Tower Of

Deception



Level Nine



Level Eight

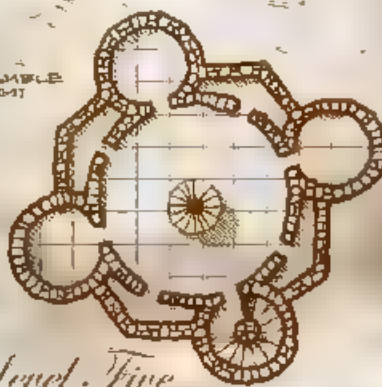


Level Seven

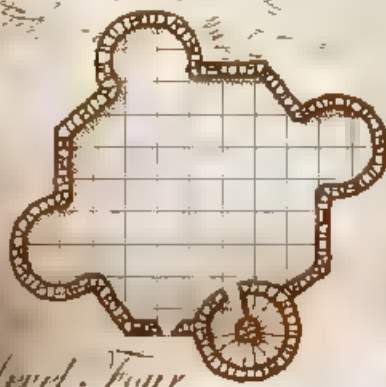


Level Six

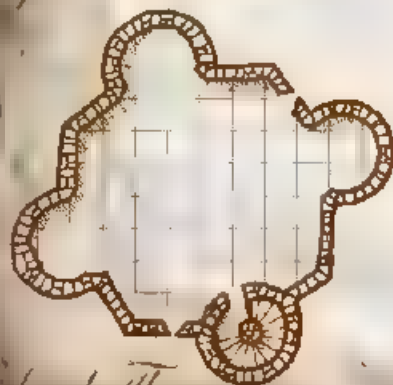
TEMPLE
2017



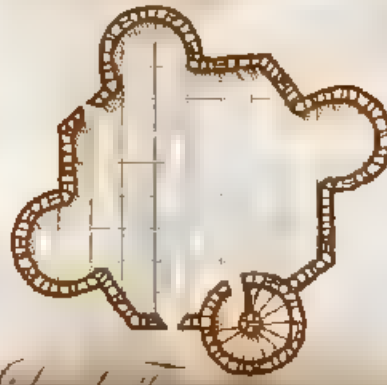
Level Five



Level Four



Level Three



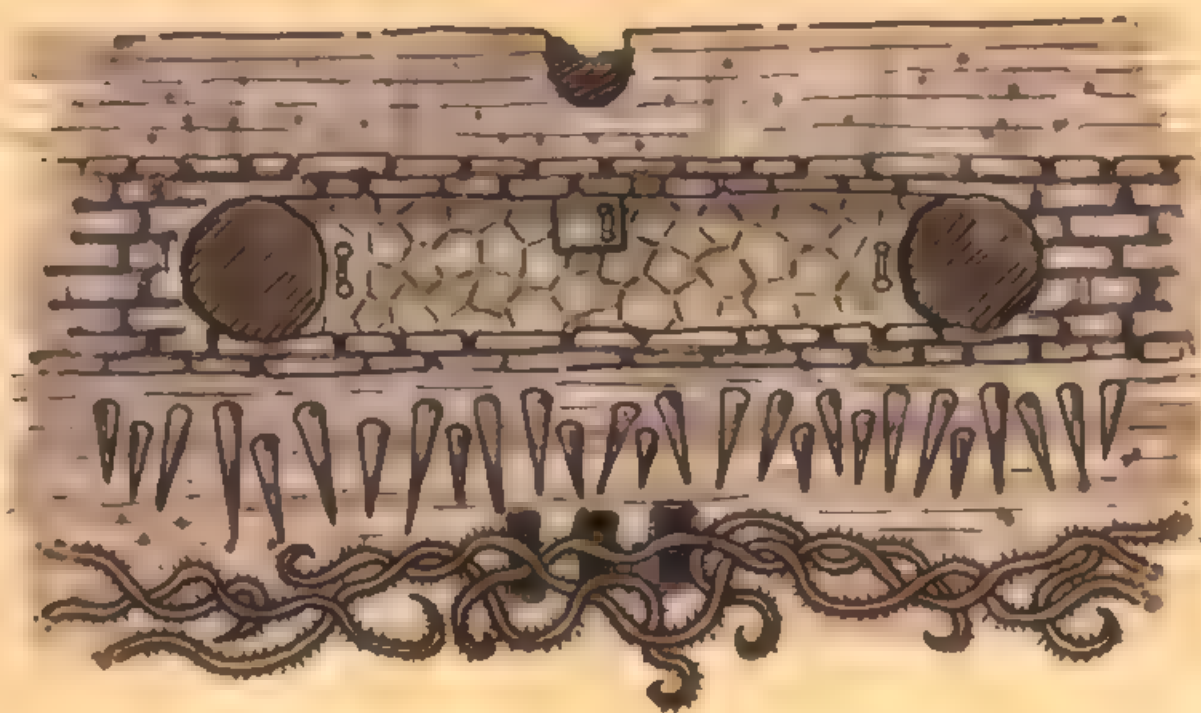
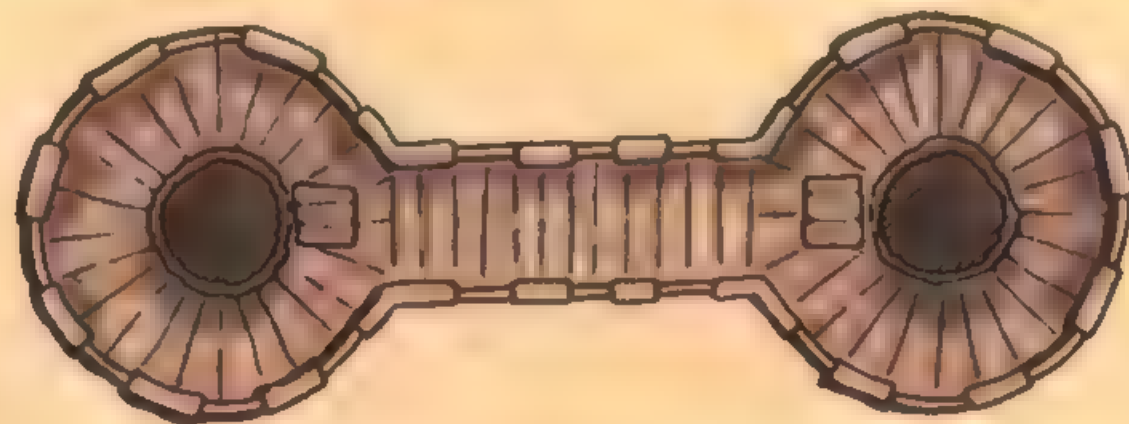
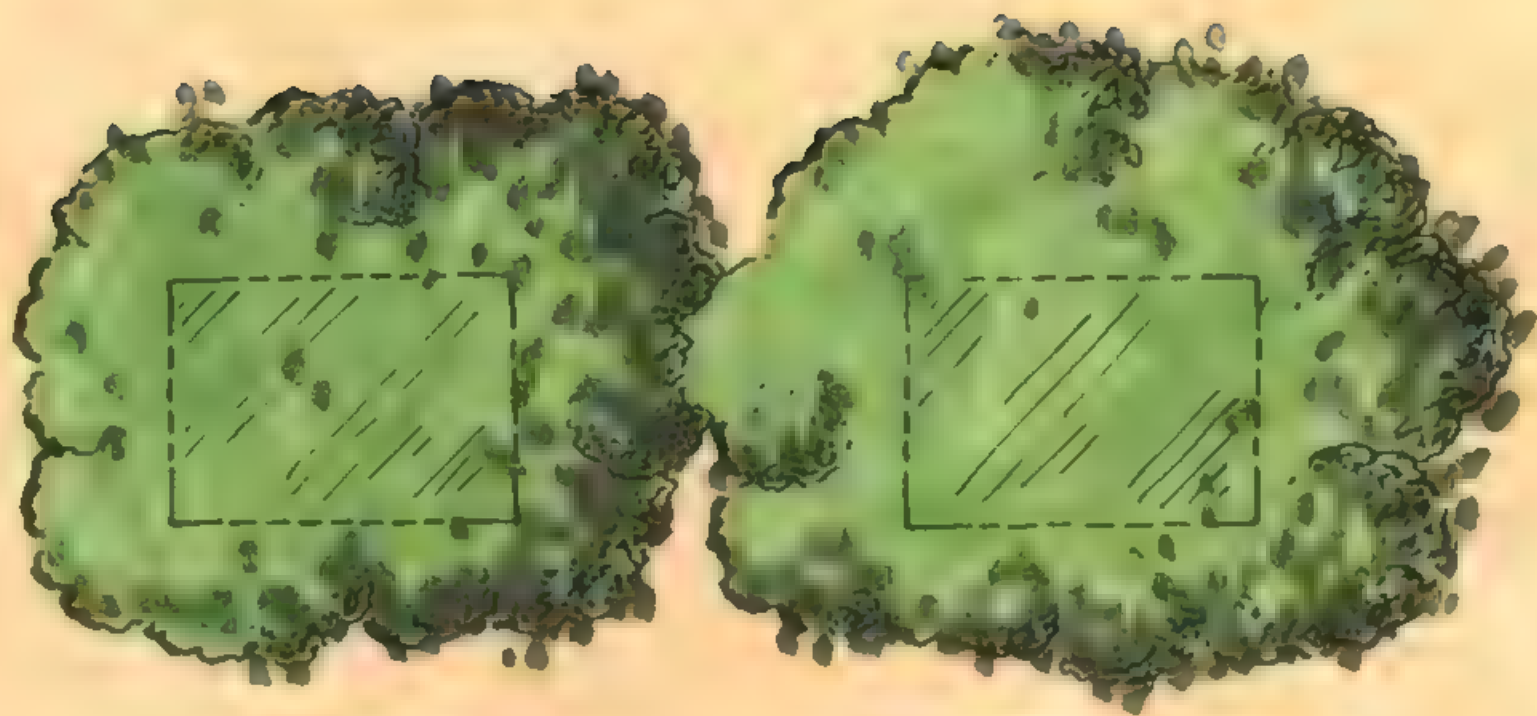
Level Two



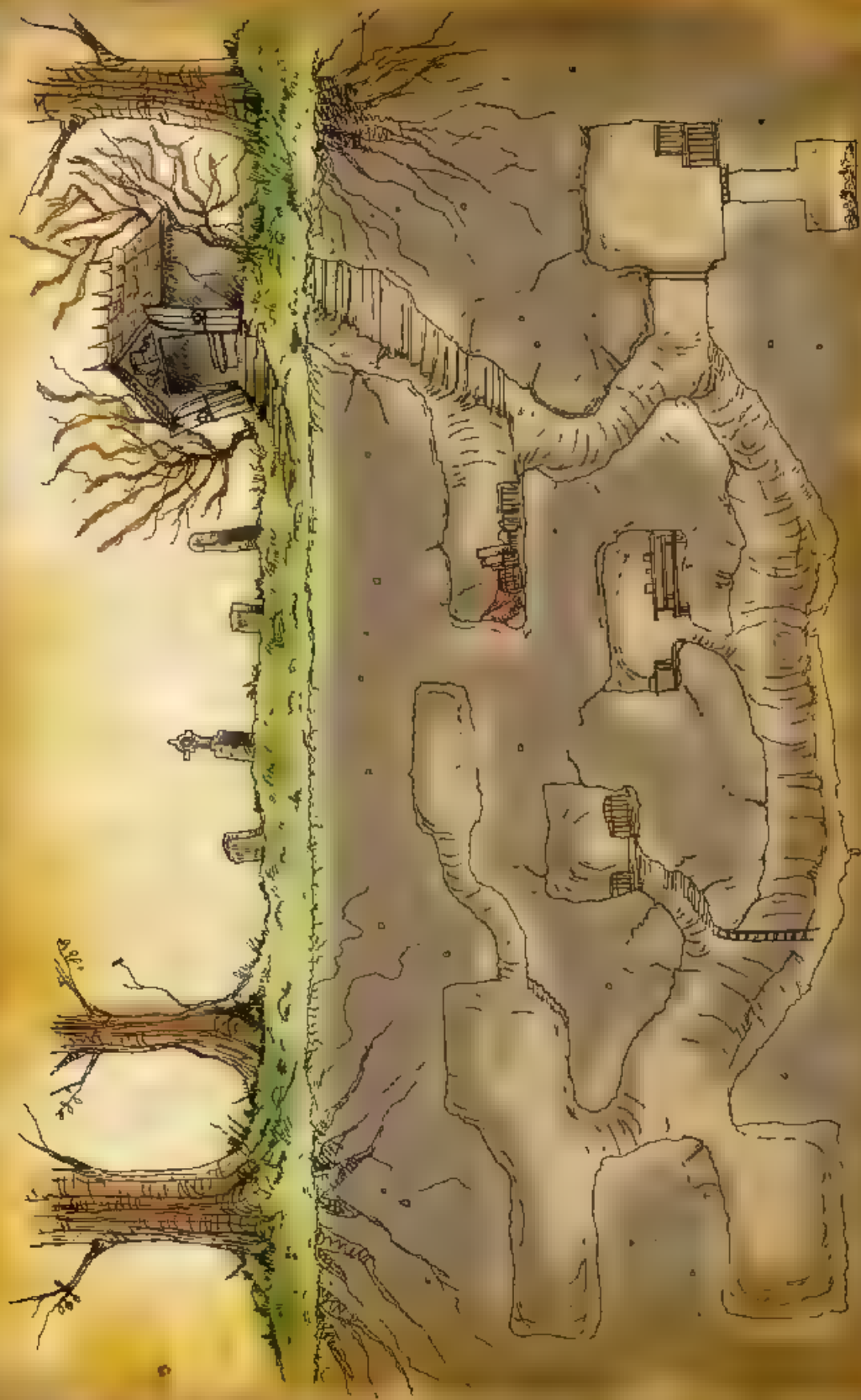
Level One



6 feet square 6 quills 3 feet









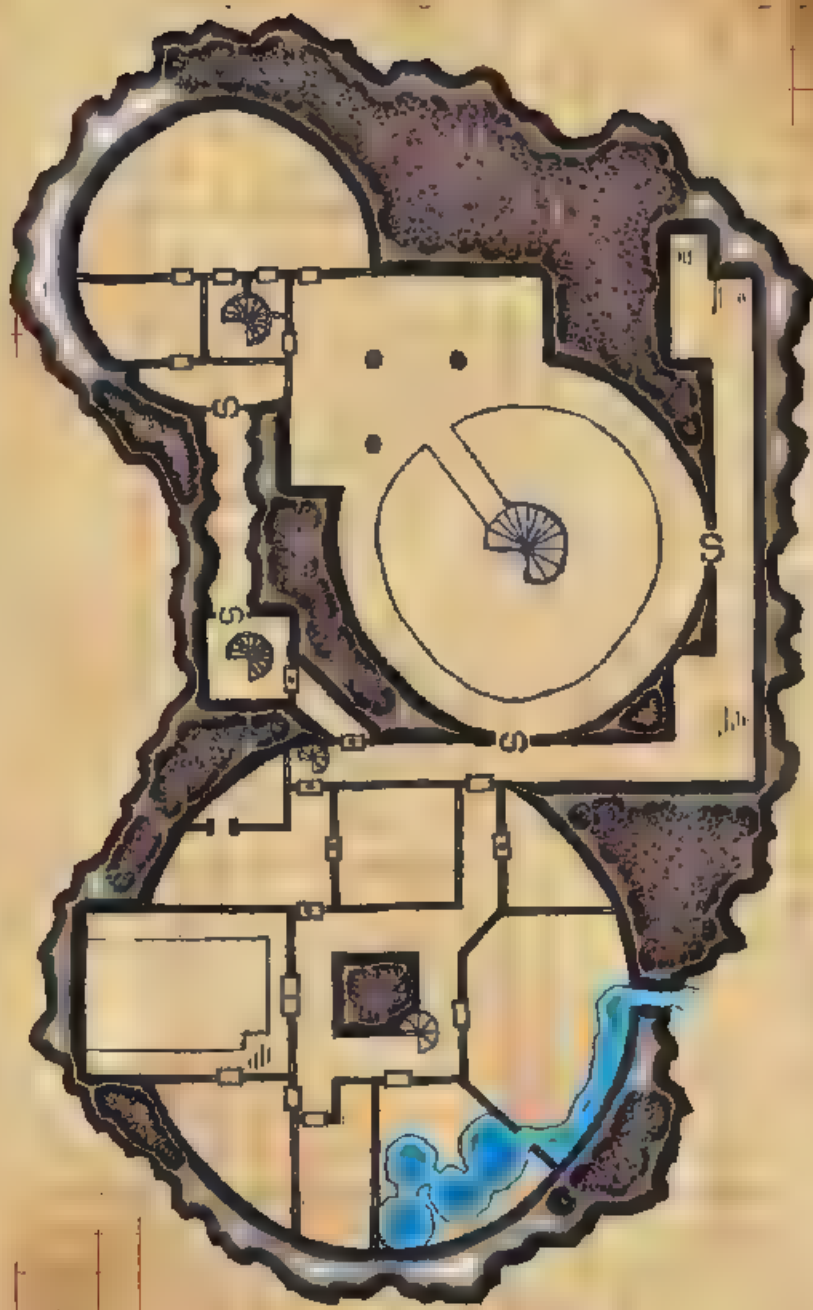






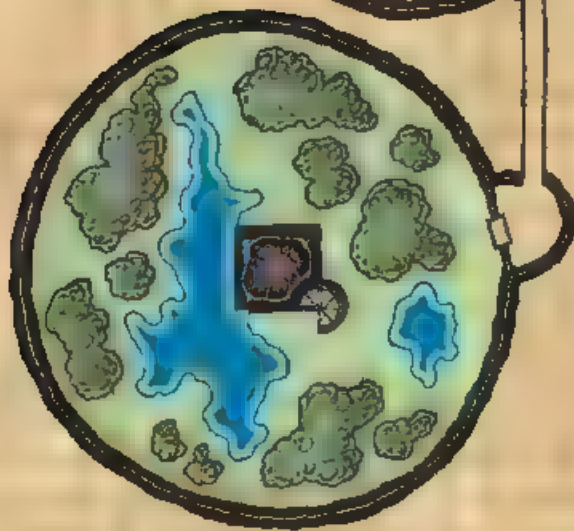


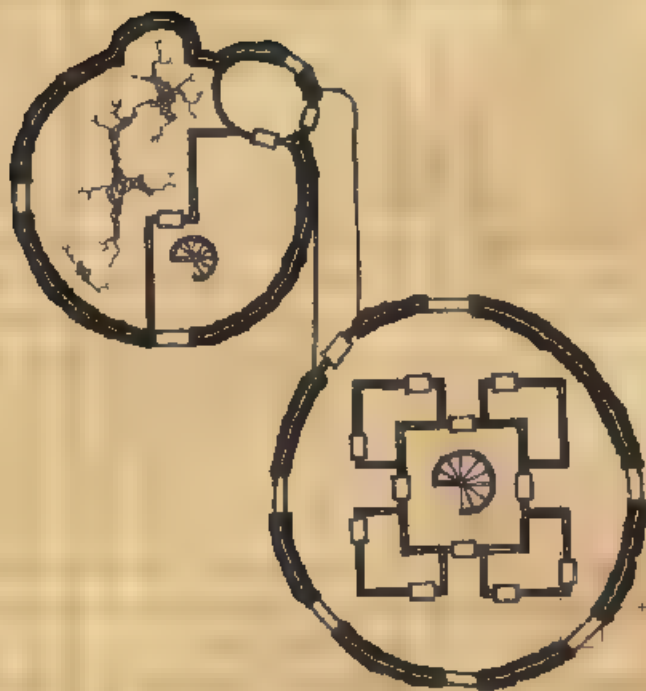












Legend





High Mountain Wizard's Tower



Level Four



Level Three



Level Two



Level One

One Square Equals Five Feet

T. CAMPBELL
1881



High Mountain Wizard's Tower



Level Four



Level Three



Level Two



Level One

One Square Equals Two Feet

T. GAMBIE
MMI

